The History of SR388

The Chozo

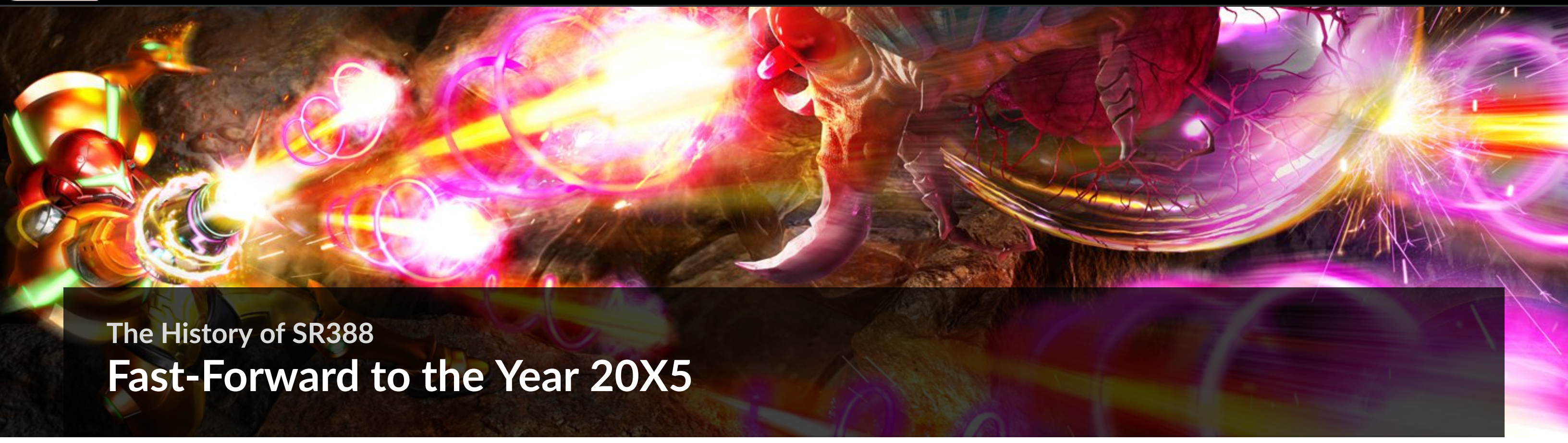
An ancient race of bird-like humanoids once populated several planets across the galaxy. They were brilliant scholars, incredible warriors, and peaceful above all else. Their pursuit of knowledge led to technological advancements beyond anything in the galaxy today. One of their most significant discoveries was a small, desolate planet labeled SR388, which held a secret: a peculiar parasitic creature called a Metroid.

The Chozo were fascinated, studying the Metroids' energy-sapping abilities and seemingly invulnerable hides. The endless amounts of energy these creatures produced offered incredible scientific possibilities. It wasn't long before the Chozo were harnessing these capabilities, and soon after, SR388 became a flourishing colony.

However, the Chozo were unprepared for the dangers presented by maturing Metroids. The creatures morphed from one stage to the next and multiplied so quickly that all attempts to control them soon collapsed. The Chozo's ambitions rapidly shifted to a struggle for survival.

The Chozo came to an understanding that the Metroids weren't only a threat to the planet, but, in the wrong hands, a potential threat to the entire galaxy. They devised a plan not only to stop the Metroids, but to prevent anyone from using them to their own ends. They flooded sections of the planet with a purple liquid that put native wildlife into stasis, and severely burned any non-native life. The Chozo then placed seals in each major region of SR388's interior. Unlocking a region's seal and draining the purple liquid would require the destruction of every Metroid in that region. So, to venture to the next region, working deeper into the planet, an intruder must destroy every Metroid in the region before. Splitting up the Metroid population this way was the only plan the Chozo could pull off without falling prey to the Metroids themselves.

The events that followed are lost to time. Theories of the Metroids escaping and destroying the Chozo, and murmurs of infighting between the once-peaceful species, can be found throughout history books, but this is little more than speculation. No one knows what became of this brilliant race—not even the small pockets of Chozo still living today.



The History of SR388

Fast-Forward to the Year 20X5

The Chozo's security system was partly effective. It kept most of the Metroids in stasis deep within the planet, but some Metroid larvae—their most familiar bulbous form—escaped to the planet's surface, where a group of researchers captured them. The findings matched those of the Chozo: the Metroids had incredible potential if studied and utilized properly, but were also a danger in the wrong hands.

A group of guerilla fighters known as the Space Pirates made a name for themselves in the earliest days of the Galactic Federation—the galaxy's governing body, made up of the leaders of many planets—by striking frigates, taking cargo, then disappearing without a trace. Over time, the Space Pirates grew in numbers, their attacks more fearsome, until they became known more for invading and claiming planets, then enslaving the inhabitants. It was this group that heard rumors of a deadly parasite in the hands of researchers on the fringes of the galaxy.

The Space Pirates wasted no time. They'd attacked Galactic Federation ships full of trained personnel; a research station housing civilian scientists was hardly a challenge. With little effort, the Space Pirates came into possession of one of the galaxy's greatest dangers: the Metroids.

The surviving researchers relayed the news to the Galactic Federation, along with some disturbing details: they'd found a way to multiply the parasites with beta rays, which the Space Pirates learned about. The Galactic Federation rallied their forces and scoured the galaxy for the Space Pirate base, hidden on the remote planet of Zebes. They launched an assault, but the Space Pirate numbers had swelled to such an extent and their fortifications on Zebes were so defensible that the once-mighty Federation had to retreat from battle.

Out of options, the Galactic Federation decided to send in one mysterious Space Hunter, clad in red and yellow armor, who went by the name Samus Aran. Samus was so secretive that most weren't even sure if the hunter was a man or a woman. A lone wolf, Samus had proven herself through the solo completion of several missions thought impossible, which earned her a reputation for pulling victory out of the direst circumstances. Samus took the job with little hesitation; she had lost her parents as a child to an attack on her home planet K-2L by the very Space Pirates who were now threatening the galaxy. Whether driven by duty, revenge, or the desire to maintain her reputation as the best of the Space Hunters, Samus headed for Zebes.

Once there, Samus infiltrated the planet. Upon reaching the guts of the Space Pirate base, she found the second-in-command, the pterodactyl-like Proteus Ridley, the one who had personally taken Samus' parents from her. For Samus, Proteus Ridley wasn't just a roadblock keeping her from completing her mission; this fight was personal.

After a fierce battle, Samus claimed victory, but the fight was far from over. The mechanized nerve center of the base, known as Mother Brain, was still running the Space Pirate and Metroid-cloning operations. For the galaxy to be made safe, Mother Brain had to be destroyed.

As Samus made her way across Zebes toward Mother Brain, the Metroids were cloned and released into the Space Pirate base to stop her. Defeating them seemed impossible—every attack simply bounced off them—but Samus' cool head and quick thinking led her to discover the Metroids' weakness: the freezing temperatures produced by an Ice Beam.

What set Samus apart from other Space Hunters was not only her combat prowess and adaptability, but also her Chozo-made Power Suit, which allowed her to rise above normal human limitations. After Proteus Ridley attacked her planet, she was adopted by a small Chozo clan on Zebes. The few remaining Chozo were a far cry from the incredible empire they'd once been, but they carried with them some of the secrets of their ancient ancestors. The Power Suit numbered among these, along with its capability for modular upgrades, among which was the Ice Beam. While the Space Pirates were out pillaging and plundering, they had inadvertently created their own greatest enemy: Samus Aran. Now, decades later, she was not only destroying the Space Pirate generals and their main base of operations, but she was capable of destroying their greatest weapon, a feat considered impossible by those who had come into contact with the Metroids.

Samus eventually reached Mother Brain's chamber, and the final battle ensued. Pushing her abilities and resources to their limits, Samus persevered until she came face-to-face with Mother Brain. Then and there, Samus dealt the final blow to the Space Pirate leader, ending the conflict that had kept the galaxy's fate teetering on a knife-edge.

The History of SR388

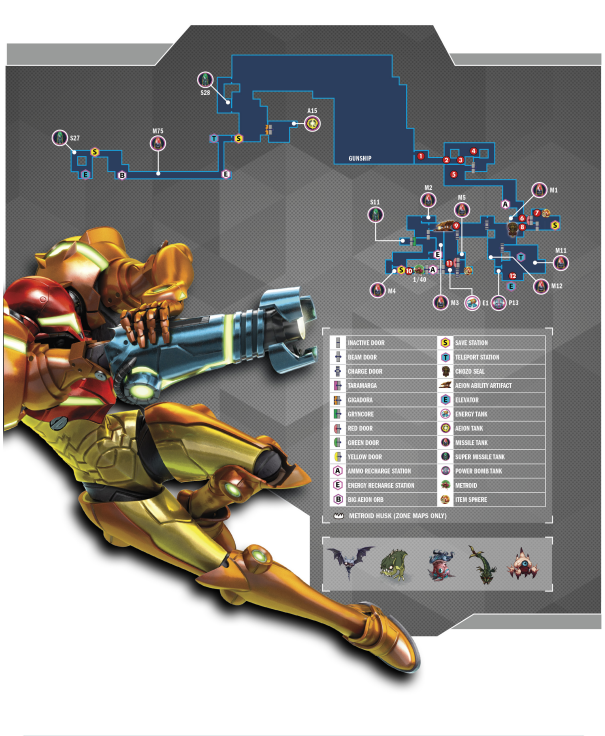
Samus Returns

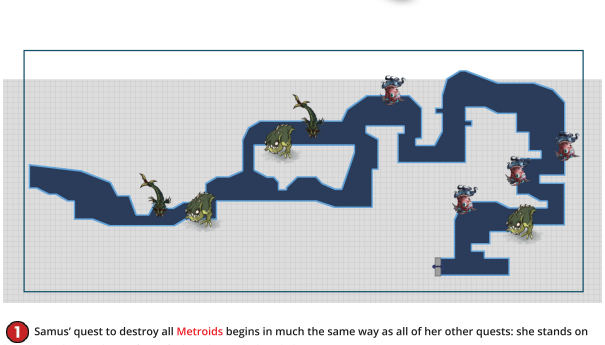
The fight on Zebes took Samus' reputation from capable Space Hunter to legendary hero. Unfortunately, the schemes of the Space Pirates and Proteus Ridley didn't end there, and the Metroids reappeared to pose a threat time and time again. Always, Samus was the one called on to put an end to them. The last time Proteus Ridley was seen, he was defeated once and for all, and the Space Pirate scourge was considered destroyed—or, at the very least, incapacitated.

Even with the Space Pirates out of commission, their large-scale attacks and constant abuse of the Metroids led the Galactic Federation to deem the Metroids too big a threat to be left alive. The decision was unanimous: the Metroids had to be eradicated. A group of researchers was sent to investigate the planet SR388, but communication was lost soon after. A search-and-rescue party of Galactic Federation Police followed, but they too went missing.

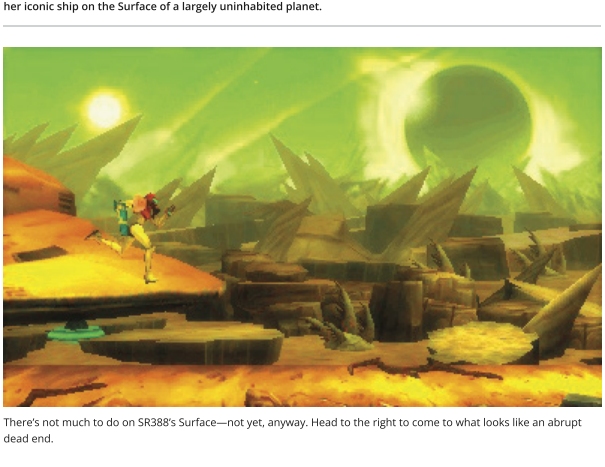
Then the Galactic Federation did what by then had become natural: they called on Samus Aran. Knowing firsthand what the Metroids were capable of and how to defeat them, Samus took the job and flew directly to SR388.

This is where our story, Metroid: Samus Returns, begins...

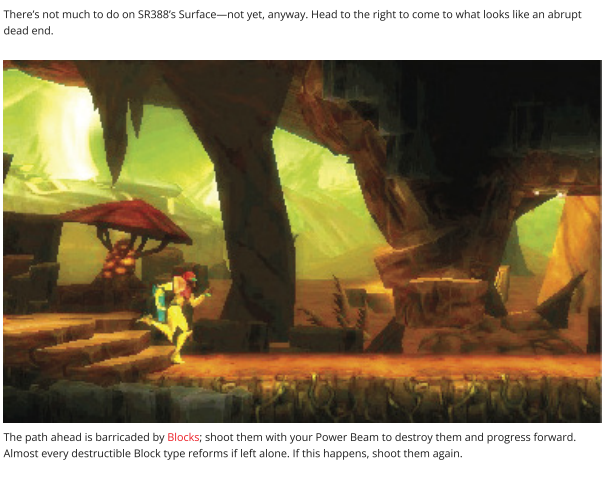




① Samus' quest to destroy all Metroids begins in much the same way as all of her other quests: she stands on her iconic ship on the Surface of a largely uninhabited planet.



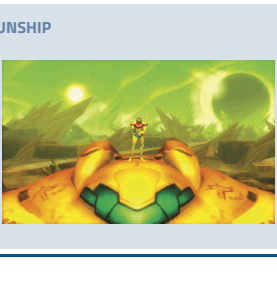
There's not much to do on SR388's Surface—not yet, anyway. Head to the right to come to what looks like an abrupt dead end.



The path ahead is barricaded by Blocks; shoot them with your Power Beam to destroy them and progress forward. Almost every destructible Block type reforms if left alone. If this happens, shoot them again.

THE GUNSHIP

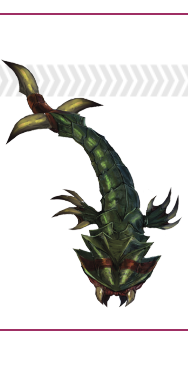
Samus' ship, a highly maneuverable Gunship, is filled to bursting with machinery to help her on her missions across the galaxy. You'll likely never be in this area, but if you find yourself back on the Surface and you're hurting for health and resources, stand on top of the ship's center to save, as well as refill all of your supplies.



SR388'S TERRAIN

Progressing through SR388 is tricky. You run into an overabundance of dead ends and paths that seem like they should continue when you're looking at the map, but they don't. The key is usually to locate destructible Blocks amidst the terrain. Finding your way may involve more than simply shooting a Block; often the Block only breaks when shot by a certain type of weapon. You get plenty of tools to help you identify which Blocks are destructible and which aren't. Remember that if you're stuck, look for a destructible Block.

ROCK ICICLE

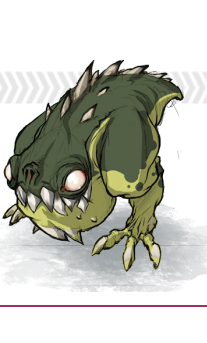


These enemies are the lowest life-form on the planet and pose next to no threat to the observant bounty hunter. Often they act less as adversaries and more as sources for health-refilling orbs and ammunition. They spawn ceaselessly from their holes; sit nearby, gun aimed and ready, and fire away as they come out. It's a slow method, but SR388 is a dangerous place, and being low on health is common. Refilling your supplies off these little critters works in a pinch.

Enemies drop purple and yellow orbs when they die. This is true for every enemy in the game, including bosses. The purple orbs refill your health, while the yellow orbs refill your Aeion Energy, which we explain in further detail later. In addition to dropping these orbs, enemies drop ammunition for weapons like your Missile Launcher.

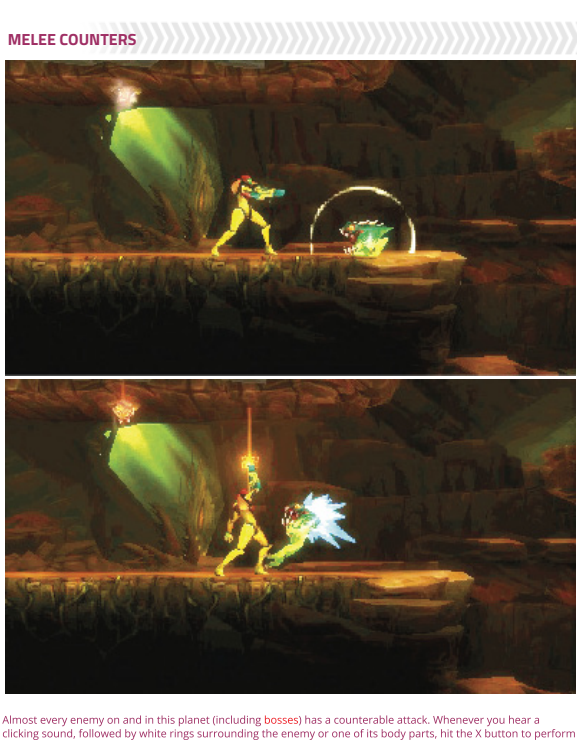
The goal here is to defeat enemies without taking damage. This becomes more of a struggle the deeper you venture into the planet. Being cautious during this mission keeps you alive a lot longer than rushing in. This is a much harder mission than most others Samus has been on.

HORNOAD

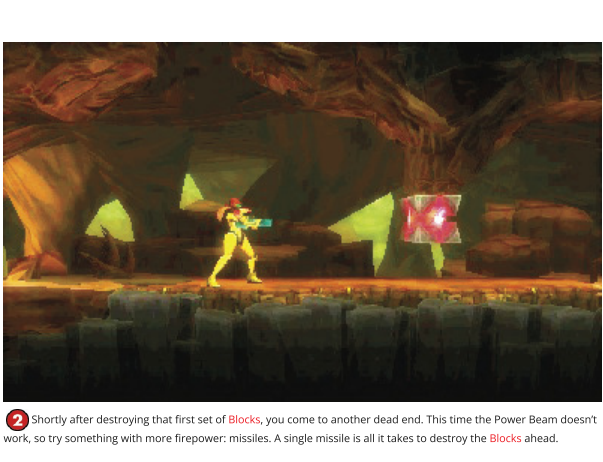


The first formidable enemies you encounter are these green, two-legged, armless, hoppy creatures. You can destroy them with regular shots from your Power Beam or missiles, but what really knocks them out is a Melee Counter. There's not much to fear here, but don't take them lightly. As with every creature on this planet, if you let them group up with other creatures, you're in for a rough time.

MELEE COUNTERS



Almost every enemy on and in this planet (including bosses) has a counterable attack. Whenever you hear a clicking sound, followed by white rings surrounding the enemy or one of its body parts, hit the X button to perform a Melee Counter. Don't touch any other button, except to fire your weapon (missiles are safe). This not only forces the enemy to drop purple and yellow orbs, but also leaves it temporarily vulnerable to attacks. The foe stands still in a daze and takes a ton of extra damage. For most encounters, performing Melee Counters is the quickest path to victory.

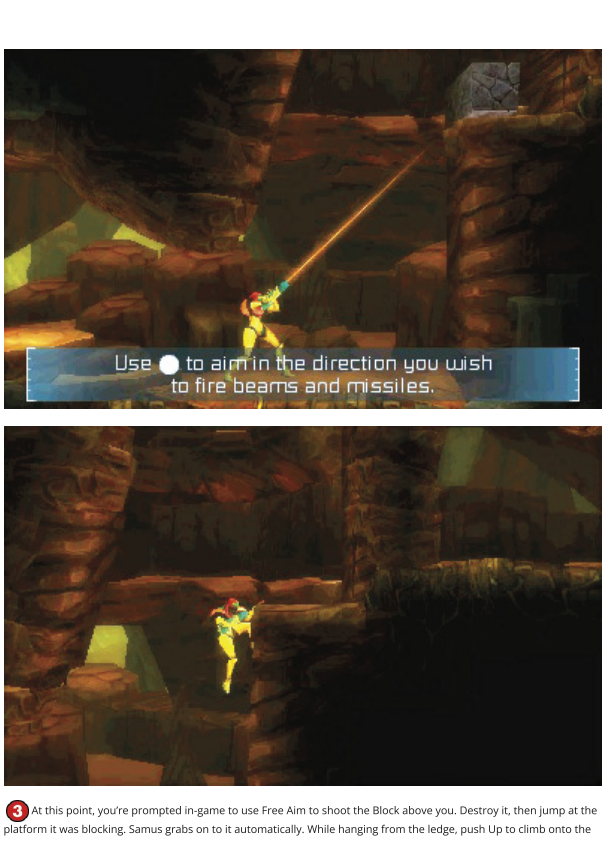


② Shortly after destroying that first set of Blocks, you come to another dead end. This time the Power Beam doesn't work, so try something with more firepower: missiles. A single missile is all it takes to destroy the Blocks ahead.

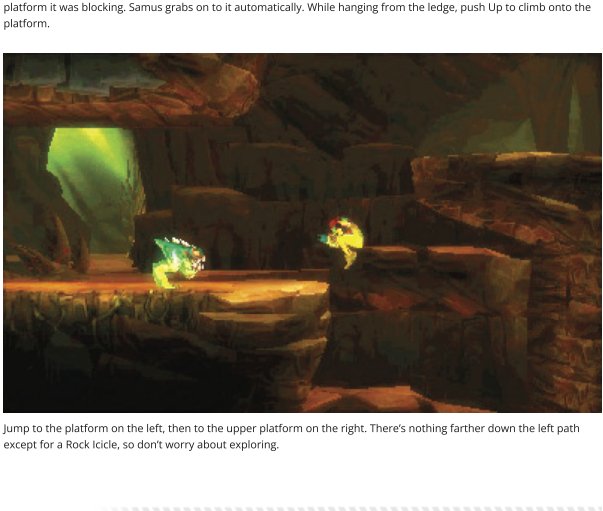
MISSILES APLENTY

If you've played a Metroid title before, your first instinct might be to save missiles and other ammunition. That's not necessary this time around—not for missiles, anyway. Your missile ammunition grows significantly over the course of your mission, so you always have plenty on hand to fire at will.

The only time you need to use them carefully is during boss fights. Most bosses in the game don't take much—if any—damage from the Power Beam, so if you run out of missiles, you're in for a much more grueling fight.

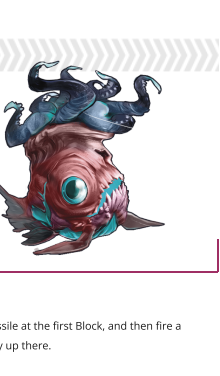

Use ● to aim in the direction you wish to fire beams and missiles.

③ At this point, you're prompted in-game to use Free Aim to shoot the Block above you. Destroy it, then jump at the platform it was blocking. Samus grabs on to it automatically. While hanging from the ledge, push Up to climb onto the platform.



Jump to the platform on the left, then to the upper platform on the right. There's nothing farther down the left path except for a Rock Icicle, so don't worry about exploring.

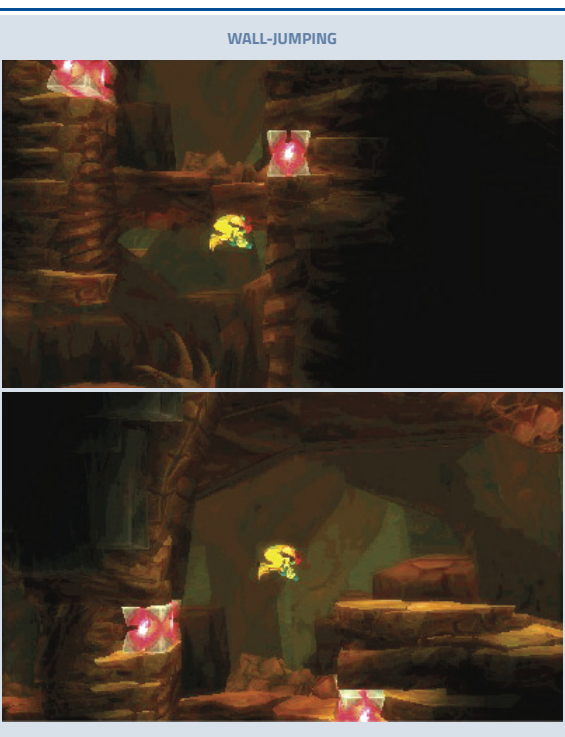
MOHEEK



These creatures pose little threat if you steer clear. They move slowly and like to stick to ceilings and walls. If you approach them, they lunge forward briefly (which is counterable), then go right back to their leisurely climb. Destroy them if you need resources, or if they're in the way, but ignore them otherwise.

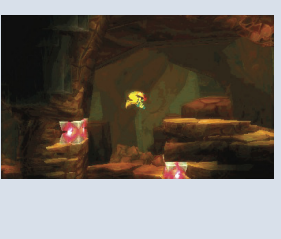
④ Two Missile Blocks barricade climbable ledges. Use Free Aim, fire a missile at the first Block, and then fire a second missile while Free Aiming from the first ledge. Or wall-jump your way up there.

WALL-JUMPING

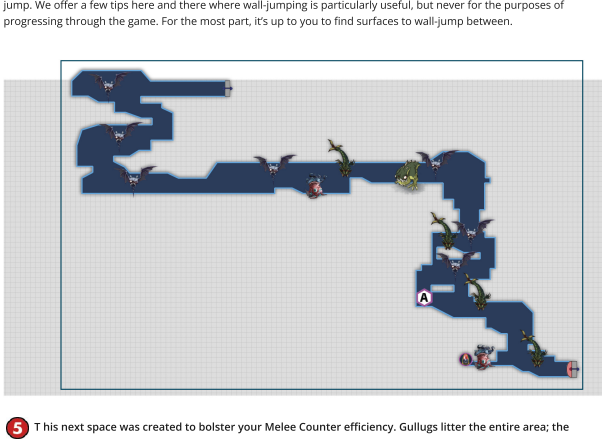


Wall-jumping is a staple of the Metroid series, though none of the games require you to use the technique. Wall-jumping allows you to climb certain spaces well before you would reach them when following normal game progression. It provides a faster means of traversing parts of SR388's terrain.

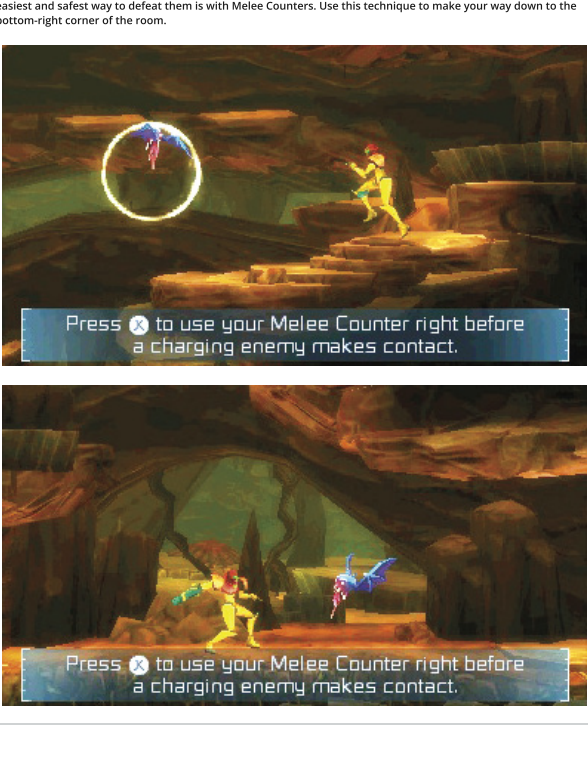
Jump toward a wall from a good distance away to spin while jumping. If you don't start spinning, press the Jump button a second time while in the air. As soon as you brush the wall, press the Circle Pad in the opposite direction while pushing the Jump button at the same time. This takes a bit of practice, but it's worth taking the time to master.



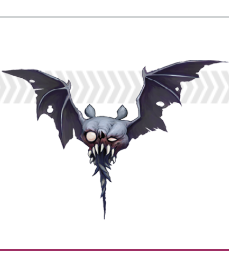
If wall-jumping proves too difficult, use Free Aim and missiles to climb this path. Again, you're never required to wall-jump. We offer a few tips here and there where wall-jumping is particularly useful, but never for the purposes of progressing through the game. For the most part, it's up to you to find surfaces to wall-jump between.



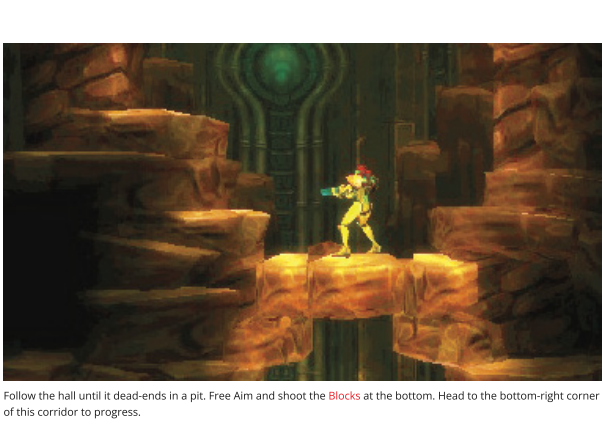
⑤ This next space was created to bolster your Melee Counter efficiency. Gullugs litter the entire area; the easiest and safest way to defeat them is with Melee Counters. Use this technique to make your way down to the bottom-right corner of the room.


Press Ⓧ to use your Melee Counter right before a charging enemy makes contact.
Press Ⓧ to use your Melee Counter right before a charging enemy makes contact.

GULLUG

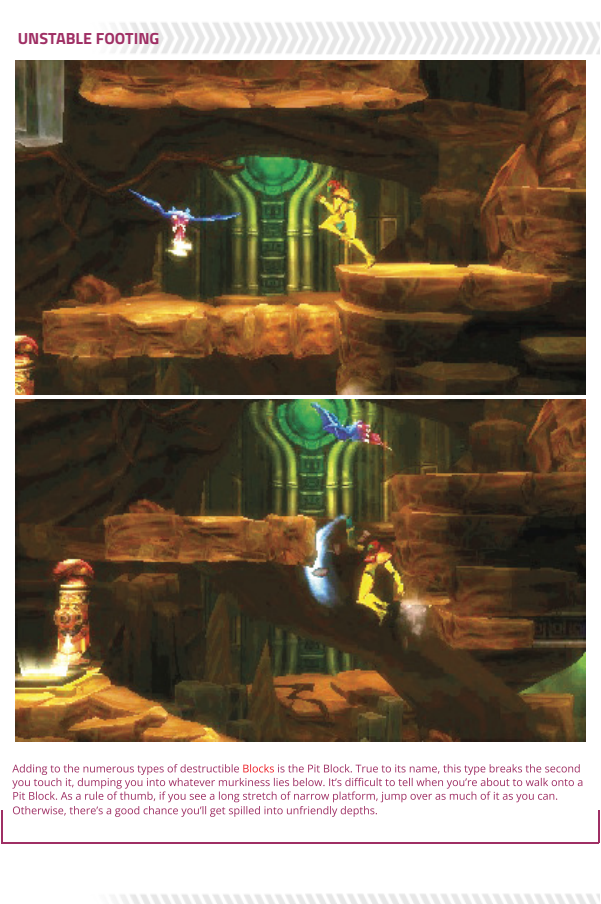


Enemies of the Gullug variety are plentiful in SR388. They're aggressive, their flight patterns are erratic, and countering them requires precision. Trying to defeat them without a Melee Counter is a great way to lose a lot of health. When you see a Gullug, wait patiently for the click and white circle, counter, then press the Fire button. Once it's countered, it goes down in a shot or two, but tread lightly before then.



Follow the hall until it dead-ends in a pit. Free Aim and shoot the Blocks at the bottom. Head to the bottom-right corner of this corridor to progress.

UNSTABLE FOOTING



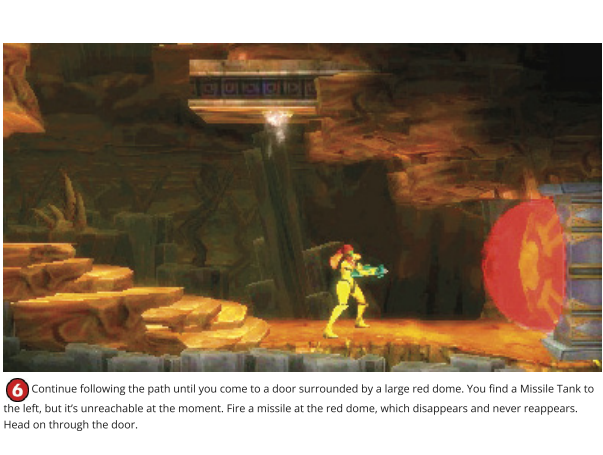
Adding to the numerous types of destructible Blocks is the Pit Block. True to its name, this type breaks the second you touch it, dumping you into whatever murkiness lies below. It's difficult to tell when you're about to walk onto a Pit Block. As a rule of thumb, if you see a long stretch of narrow platform, jump over as much of it as you can. Otherwise, there's a good chance you'll get spilled into unfriendly depths.

AMMO RECHARGE STATIONS

The Chozo who inhabited this planet long ago set up all sorts of devices that interact with your Power Suit. You can use these devices to refill ammo and health.

Ammo Recharge Stations like this one are few and far between, but vital to surviving this hostile environment. Stand on the lit platform for a second or two to activate it, which allows you to refill all of your missiles.

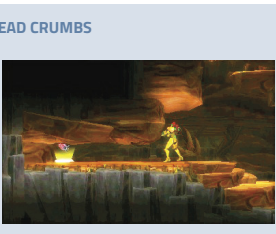
There are also purple Energy Recharge Stations that refill your health. These are even more vital, so don't be afraid to venture off the beaten path to reach one if you're low on health. It could mean the difference between success and defeat.



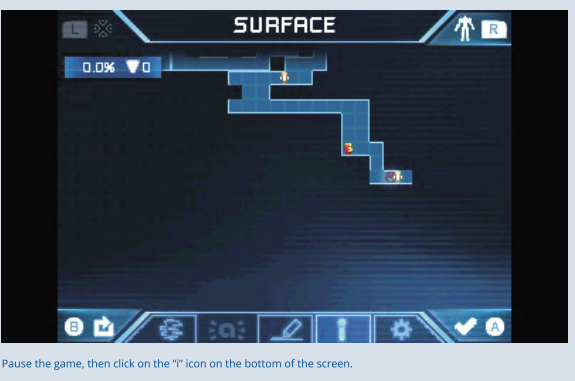
⑥ Continue following the path until you come to a door surrounded by a large red dome. You find a Missile Tank to the left, but it's unreachable at the moment. Fire a missile at the red dome, which disappears and never reappears. Head on through the door.

LEAVING BREAD CRUMBS

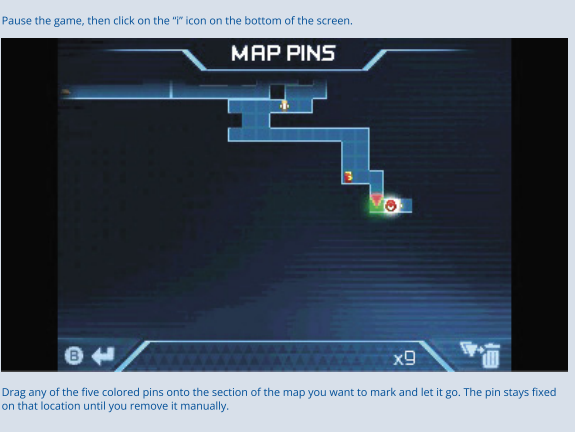
During your mission, you run into a slew of upgrades that you don't have the tools to reach right away. Don't fret. Something that's unreachable now eventually becomes reachable at a later point in the game.



We let you know when an item is attainable. However, if you prefer to experience the joys and challenges of upgrade-hunting for yourself, consider using Map Pins on the in-game map to denote upgrade locations for future reference.

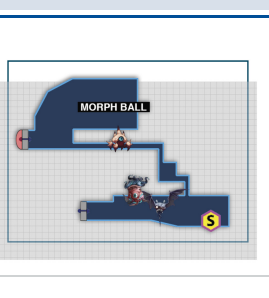


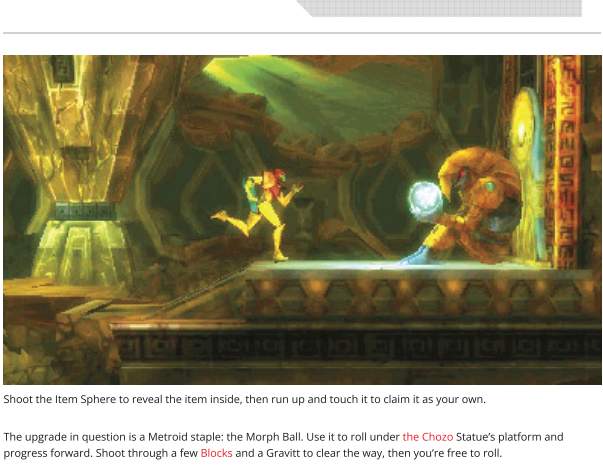
Pause the game, then click on the "!" icon on the bottom of the screen.



Drag any of the five colored pins onto the section of the map you want to mark and let it go. The pin stays fixed on that location until you remove it manually.

⑦ As soon as you enter the next room, a cutscene plays, revealing a Chozo Statue holding an Item Sphere. Remember this scenery, because it always marks a new item for your arsenal.



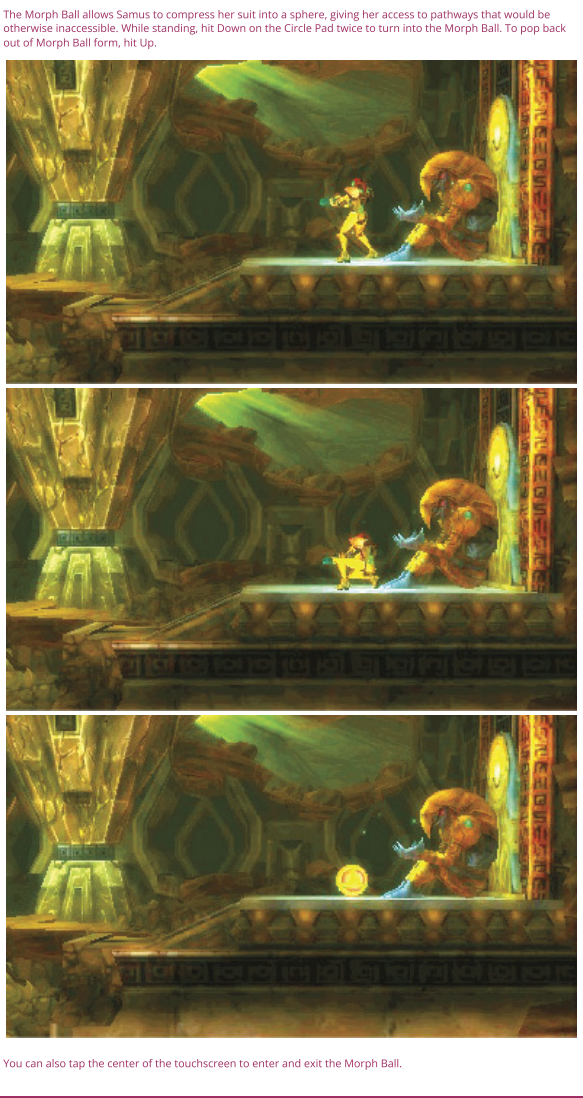


Shoot the Item Sphere to reveal the item inside, then run up and touch it to claim it as your own.

The upgrade in question is a Metroid staple: the Morph Ball. Use it to roll under the Chozo Statue's platform and progress forward. Shoot through a few Blocks and a Gravitt to clear the way, then you're free to roll.

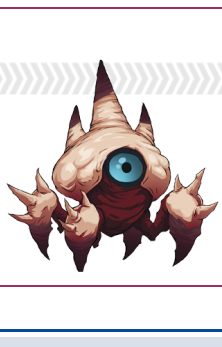
MORPH BALL

The Morph Ball allows Samus to compress her suit into a sphere, giving her access to pathways that would be otherwise inaccessible. While standing, hit Down on the Circle Pad twice to turn into the Morph Ball. To pop back out of Morph Ball form, hit Up.



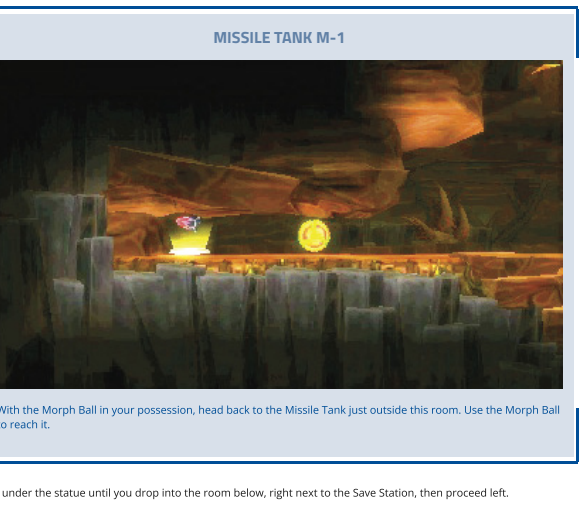
You can also tap the center of the touchscreen to enter and exit the Morph Ball.

GRAVITT



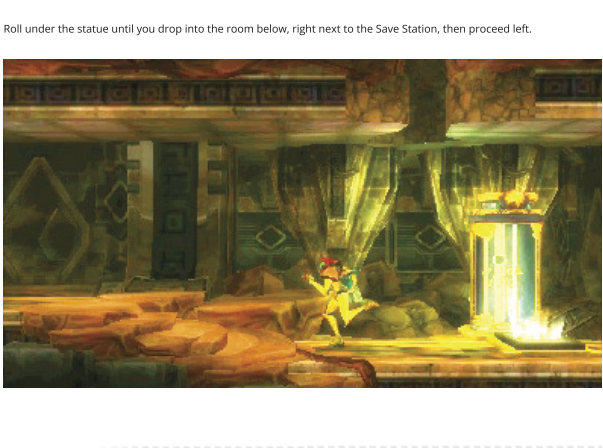
These creatures hide underground and don't pop up unless disturbed. You can see the tips of their rocky shells, which can be shot from a distance to force them out from under the earth. They can't be easily defeated with the Power Beam, but a few well-placed missiles make short work of them. If you allow them to get close, they lunge at you. The lunge isn't particularly fast and is also counterable. All in all, these foes only cause a problem when other enemies are around.

MISSILE TANK M-1



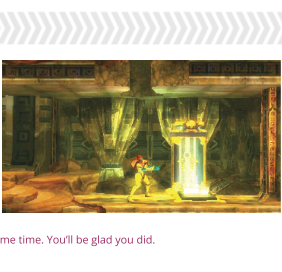
With the Morph Ball in your possession, head back to the Missile Tank just outside this room. Use the Morph Ball to reach it.

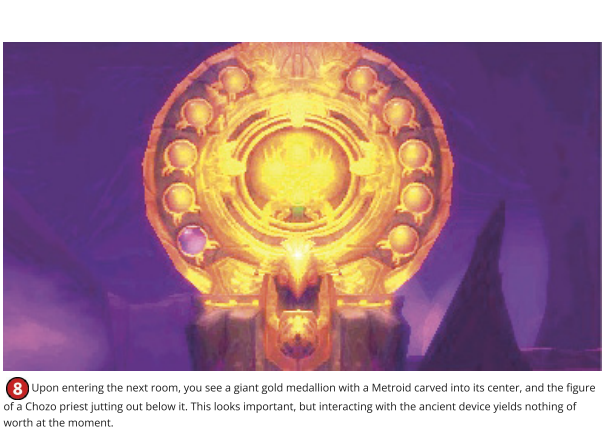
Roll under the statue until you drop into the room below, right next to the Save Station, then proceed left.



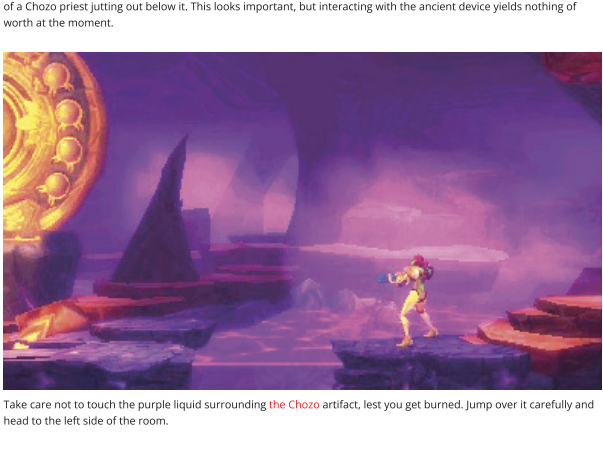
SAVE STATIONS

To save your progress before you turn off the game, use one of the plentiful Save Stations scattered throughout SR388. In addition to Save Stations, the game provides a checkpoint every time you pick up a new suit upgrade, transition between areas, and before and after you encounter a boss, but nowhere else. This means that if you've collected a bunch of upgrades but haven't saved or encountered a boss in a while and you perish, you're sent back to your previous checkpoint and lose all upgrades and progress you'd gained afterward. Save Stations help bridge the gap between checkpoints, so make use of them whenever you notice you haven't faced a boss in some time. You'll be glad you did.

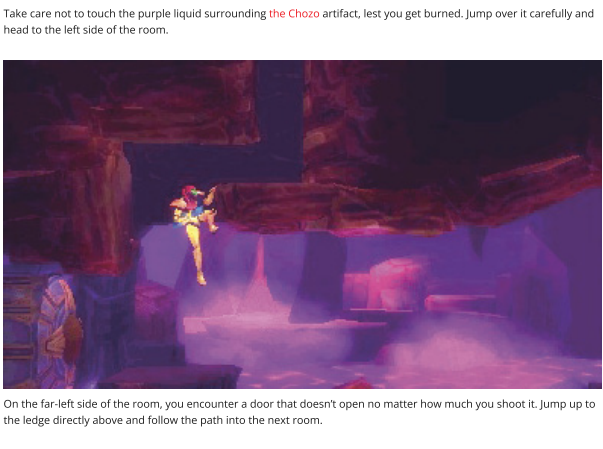




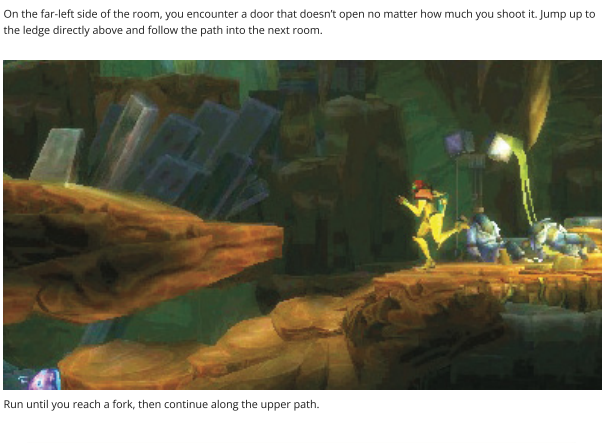
⑧ Upon entering the next room, you see a giant gold medallion with a Metroid carved into its center, and the figure of a Chozo priest jutting out below it. This looks important, but interacting with the ancient device yields nothing of worth at the moment.



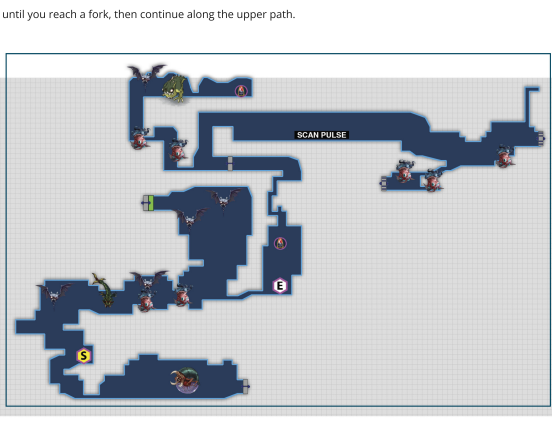
Take care not to touch the purple liquid surrounding the Chozo artifact, lest you get burned. Jump over it carefully and head to the left side of the room.



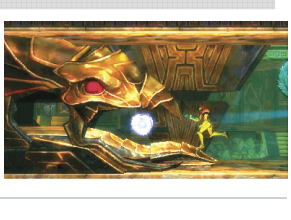
On the far-left side of the room, you encounter a door that doesn't open no matter how much you shoot it. Jump up to the ledge directly above and follow the path into the next room.

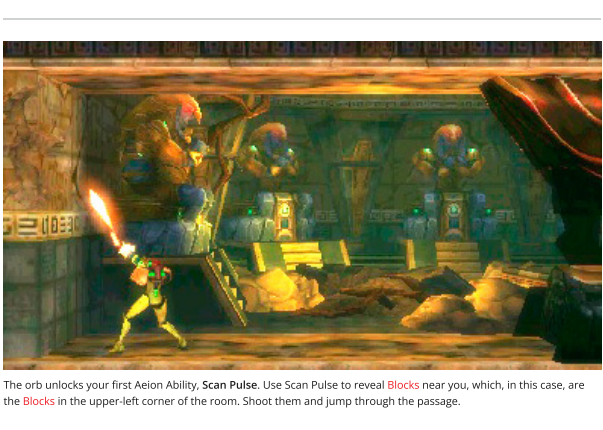


Run until you reach a fork, then continue along the upper path.



⑨ Once on the upper path, take a few steps forward to encounter a massive structure that looks like the gaping maw of a Chozo beast. At the dead center of the maw is an energy orb. Roll up into the Morph Ball and enter the Chozo monster's mouth to collect the orb.

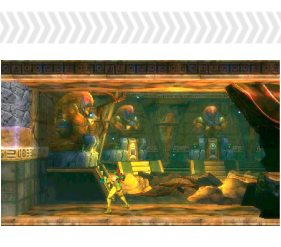




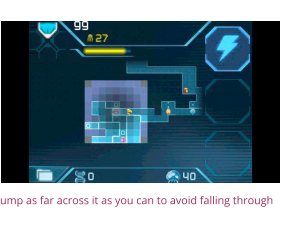
The orb unlocks your first Aeion Ability, **Scan Pulse**. Use Scan Pulse to reveal Blocks near you, which, in this case, are the Blocks in the upper-left corner of the room. Shoot them and jump through the passage.

AEION ABILITY: SCAN PULSE

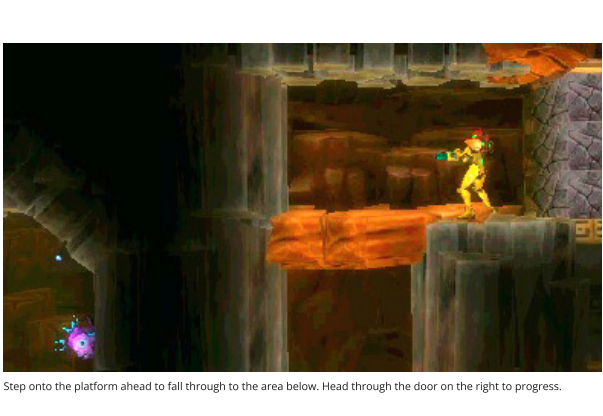
This is one of the most useful upgrades in the game. It not only temporarily reveals destructible Blocks, but it fills out a large portion of your map whenever you use it and shows the locations of item upgrades. A circle inhabiting a square on the map indicates an item upgrade is in that section. Also, using Scan Pulse doesn't cost a lot of Aeion Energy.



Look at the top of your bottom screen to see a newly established yellow bar. This is your Aeion Energy, which depletes every time you use an Aeion Ability. There are a few ways you can refill this bar, the most common of which is by defeating enemies and collecting the yellow orbs they leave behind. You can also return to these monstrous Chozo heads (called Aeion Ability Artifacts) or to Chozo Statues to find orbs of pure Aeion that refill your entire bar on contact. In addition, look for Aeion Orbs in fixed locations around the map, same as you would a Recharge Station. Keep your eyes open!

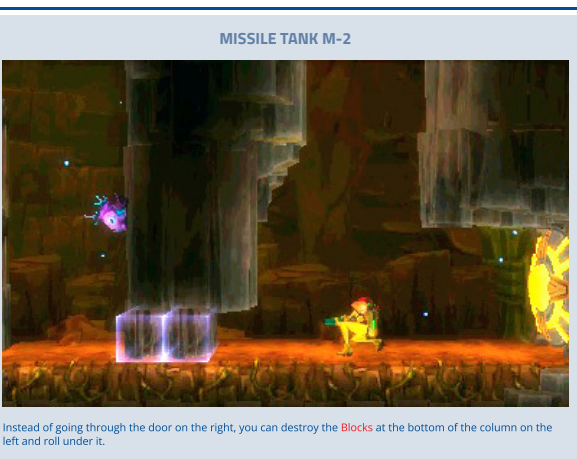


One caveat regarding the Scan Pulse: it doesn't reveal the locations of Blocks that break on touch, so you're still in the dark regarding those. Our advice still stands: if you see a long, narrow stretch of platform, jump as far across it as you can to avoid falling through hidden Pit Blocks.

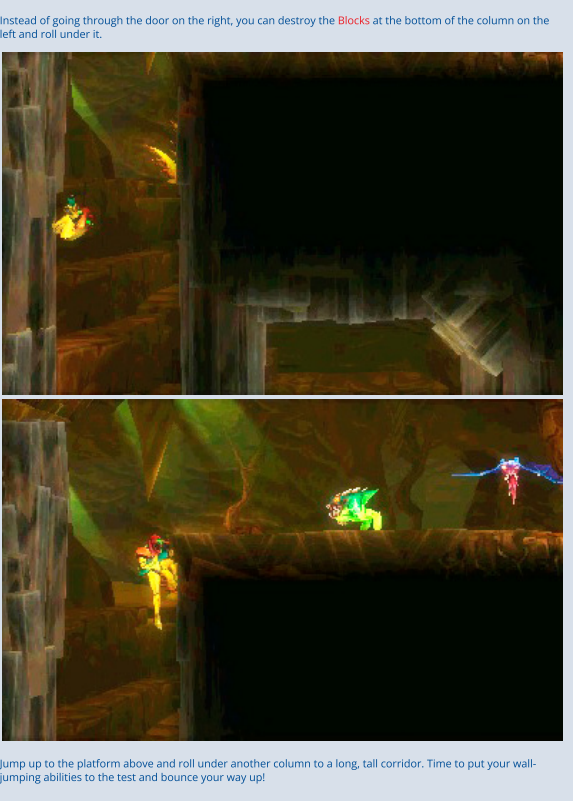


Step onto the platform ahead to fall through to the area below. Head through the door on the right to progress.

MISSILE TANK M-2



Instead of going through the door on the right, you can destroy the Blocks at the bottom of the column on the left and roll under it.

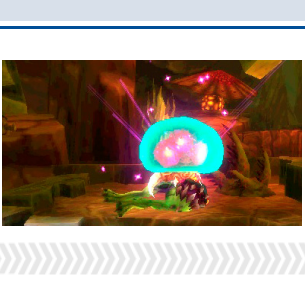


Jump up to the platform above and roll under another column to a long, tall corridor. Time to put your wall-jumping abilities to the test and bounce your way up!

As a refresher, to wall-jump, jump toward the wall from a far enough distance to spin in the air. Once you touch the wall, immediately move the Circle Pad in the opposite direction and press Jump at the same time. Repeat until you've scaled whatever corridor you're exploring.

Head to the right side of this upper area to find Missile Tank M-2.

As soon as you enter this next room, you're immediately reminded of your mission. A Hornoad that's hopping around becomes Metroid food. Your Power Suit begins beeping during this attack, and the Metroid symbol on the bottom center of the bottom screen flashes yellow. This feature of your suit is a Metroid Radar, so remember that beeping during your mission.

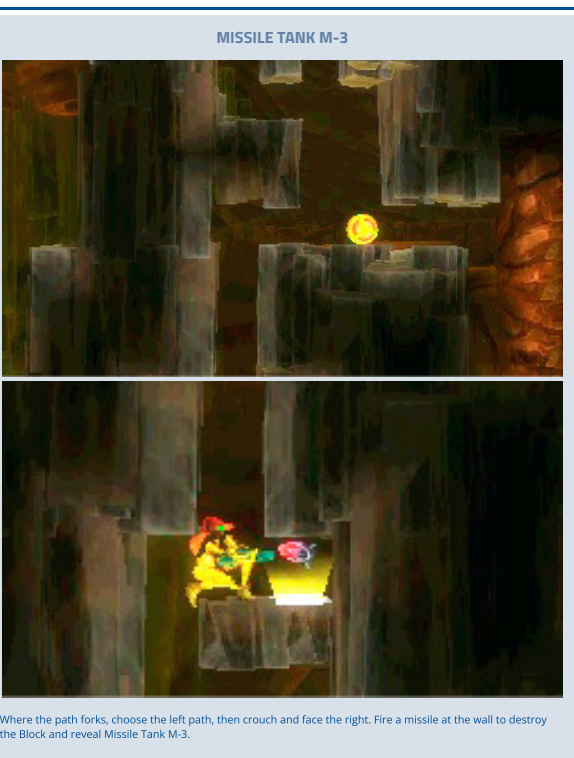


AMIIBO SUPPORT

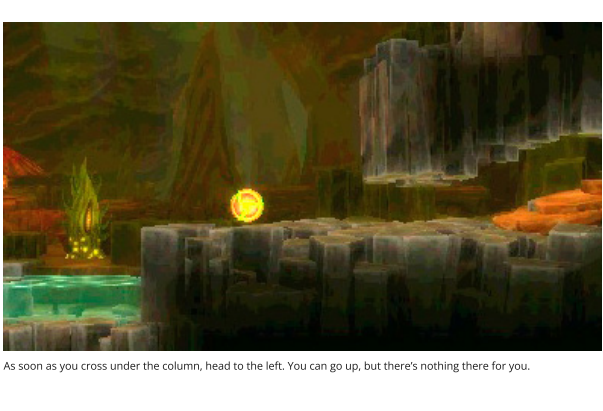
At this point, you have the ability to use Metroid-themed amiibo, should you possess any, to unlock Reserve Tanks and extra options for the Gallery. Flip to the Extras chapter of this book to learn more about them.

Go right and drop down the shaft in Morph Ball form. If you're angling for another Missile Tank, stop on the center of the platform where the path forks, then read the tip for M-3. Otherwise, drop to the bottom of the room next to the Energy Recharge Station and head left under the column.

MISSILE TANK M-3



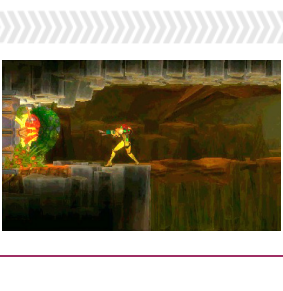
Where the path forks, choose the left path, then crouch and face the right. Fire a missile at the wall to destroy the Block and reveal Missile Tank M-3.



As soon as you cross under the column, head to the left. You can go up, but there's nothing there for you.

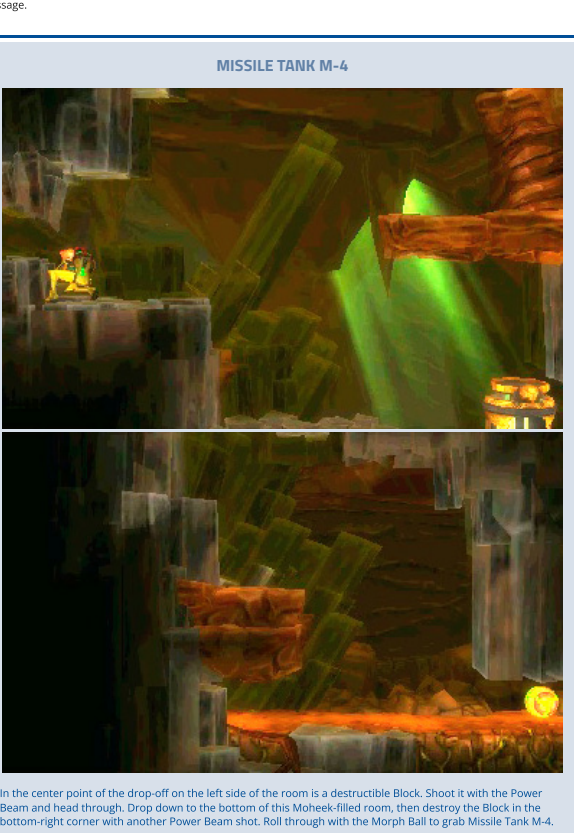
GRYNCORES?!

If you do venture to the upper part of the room, you find a door-gobbling organism known as a Gryncore. These and a small handful of other door-mounted creatures are scattered throughout SR388. Each of these door beasts has a weakness to a particular weapon and nothing else. To get through these doors, you need a lot more weaponry than you have currently.

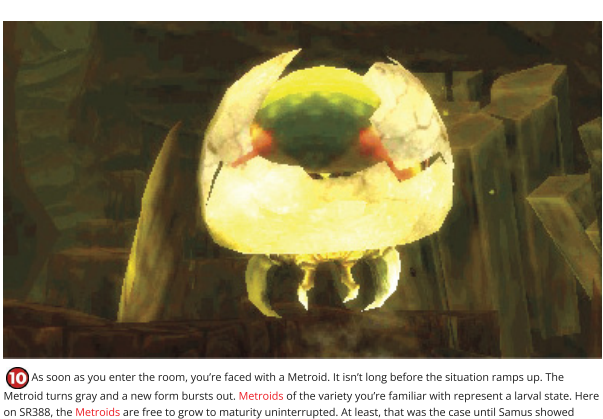


Continue to the drop-off at the left side of the room. Drop to the bottom and destroy the Block on the right-hand corner with a missile. The Metroid Radar has been going crazy up to this point, so expect an encounter just beyond this passage.

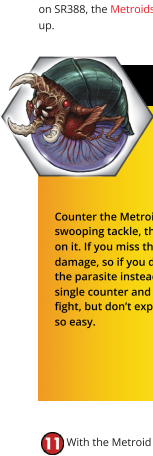
MISSILE TANK M-4



In the center point of the drop-off on the left side of the room is a destructible Block. Shoot it with the Power Beam and head through. Drop down to the bottom of this Moheek-filled room, then destroy the Block in the bottom-right corner with another Power Beam shot. Roll through with the Morph Ball to grab Missile Tank M-4.



⑩ As soon as you enter the room, you're faced with a Metroid. It isn't long before the situation ramps up. The Metroid turns gray and a new form bursts out. Metroids of the variety you're familiar with represent a larval state. Here on SR388, the Metroids are free to grow to maturity uninterrupted. At least, that was the case until Samus showed up.

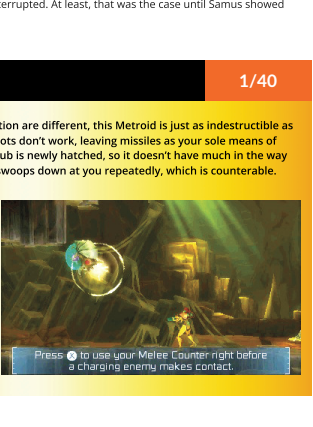


ALPHA METROID

1/40

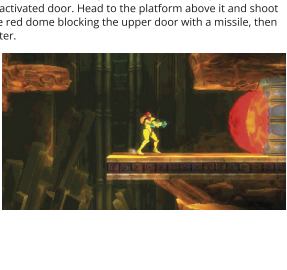
Even though its form and function are different, this Metroid is just as indestructible as its larval form. Power Beam shots don't work, leaving missiles as your sole means of attack. Thankfully, this little grub is newly hatched, so it doesn't have much in the way of health or attacks. It simply swoops down at you repeatedly, which is counterable.

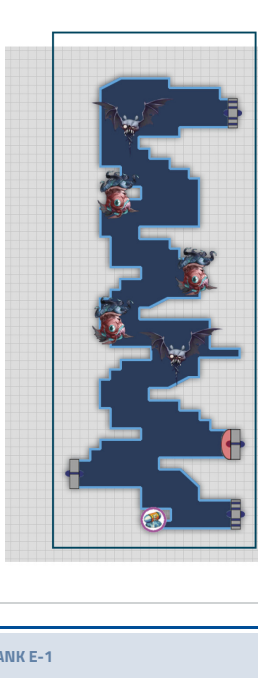
Counter the Metroid while it performs this swooping tackle, then unload a volley of missiles on it. If you miss the counter, you take a fair bit of damage, so if you don't feel confident, jump over the parasite instead of whiffing the counter. A single counter and missile volley should finish this fight, but don't expect the next fights to be nearly so easy.


Press Ⓧ to use your Melee Counter right before a charging enemy makes contact.

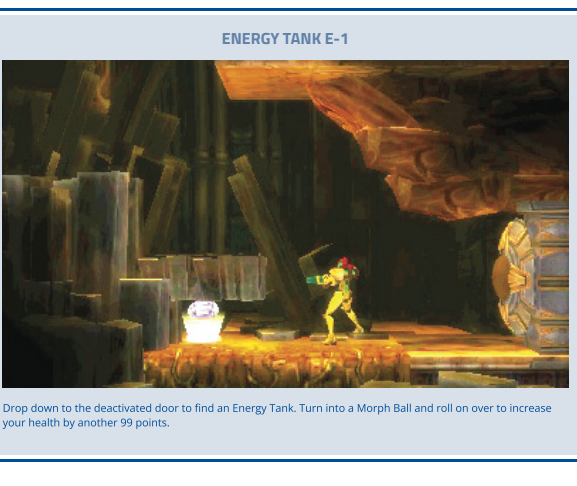
⑪ With the Metroid defeated, the Chozo artifact back near the planet's Surface begins flashing on your map. Make your way back there (it's marked as ⑧ on the map in this book).

Exit the room to the right and continue until you reach a deactivated door. Head to the platform above it and shoot the red dome blocking the upper door with a missile, then enter.





ENERGY TANK E-1



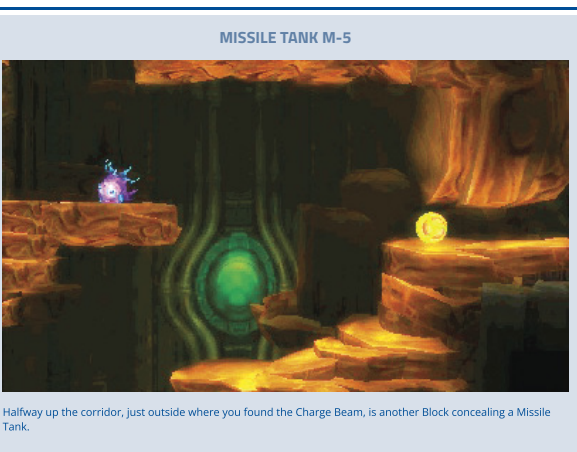
Drop down to the deactivated door to find an Energy Tank. Turn into a Morph Ball and roll on over to increase your health by another 99 points.

Inside this next room is another new toy for you to play with: the **Charge Beam**. You don't get much use out of it as a weapon, but its utility becomes increasingly handy the farther you venture in the game.

For starters, the Charge Beam opens those deactivated doors. Hold down the Fire button until an orb quickly forms and fades at the tip of your Power Beam, then release to charge the door. It functions like a standard door from here on out.

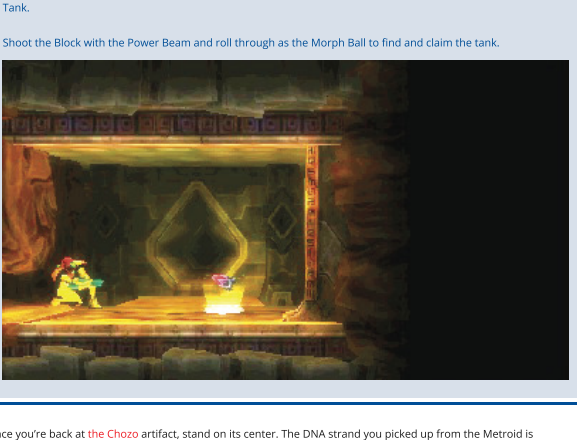
Exit the room and head up the corridor until you reach the top. You encounter another Charge Door. Shoot it with a Charge Beam shot and go on through. Keep heading to the right until you reach the Chozo artifact. You encounter another Charge Door on the way.

MISSILE TANK M-5

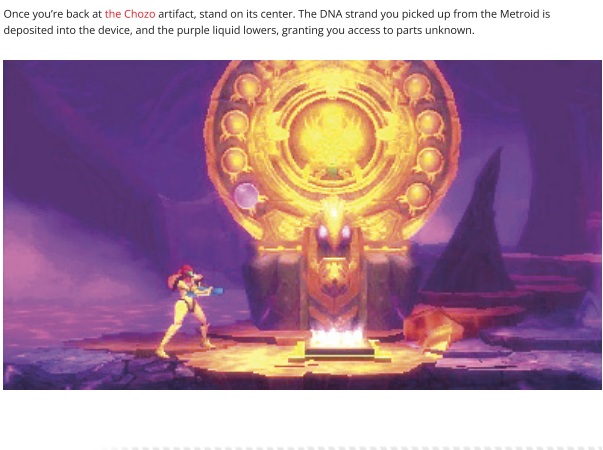


Halfway up the corridor, just outside where you found the Charge Beam, is another Block concealing a Missile Tank.

Shoot the Block with the Power Beam and roll through as the Morph Ball to find and claim the tank.



Once you're back at the Chozo artifact, stand on its center. The DNA strand you picked up from the Metroid is deposited into the device, and the purple liquid lowers, granting you access to parts unknown.

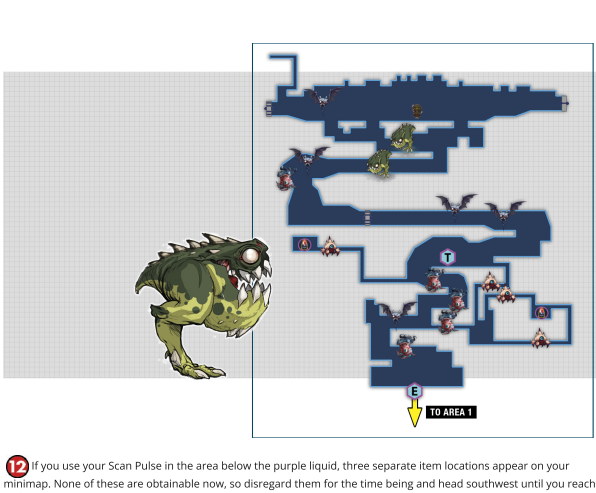


CHOZO SEALS

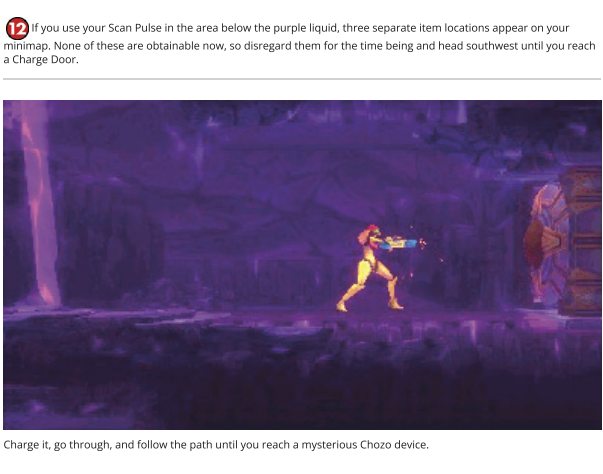
The Chozo artifacts, called Chozo Seals, were created by the Chozo to lock Metroids into the deepest levels of the planet. The purple liquid keeps the Metroids at bay. Every individual area on SR388 contains at least one Chozo Seal, and as a security measure, they all require Metroid DNA to activate them. To keep Metroids from reproducing endlessly, one must destroy them in an area before being able to progress to another area, potentially freeing even more Metroids.

Whenever you use a Chozo Seal, your health, Aeion, and ammunition are all refilled. Each seal has its own set amount of required Metroid DNA, so don't expect a linear path of increasing numbers.

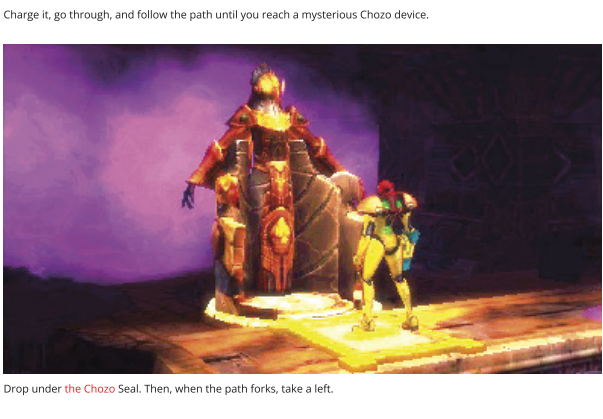
Chozo Seals will be your guide throughout this mission. Every area begins and ends with one, so get used to seeing them and filling them with Metroid DNA.



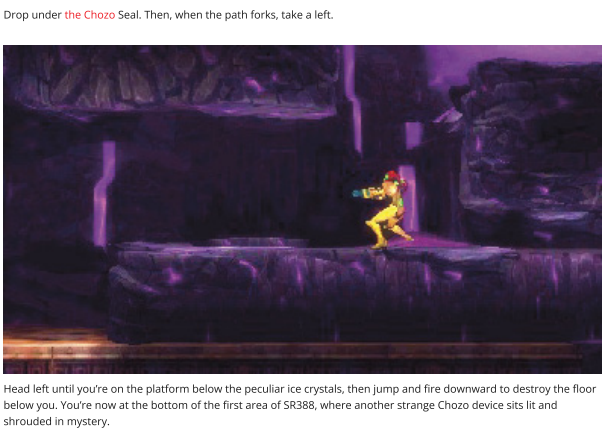
⑫ If you use your Scan Pulse in the area below the purple liquid, three separate item locations appear on your minimap. None of these are obtainable now, so disregard them for the time being and head southwest until you reach a Charge Door.



Charge it, go through, and follow the path until you reach a mysterious Chozo device.



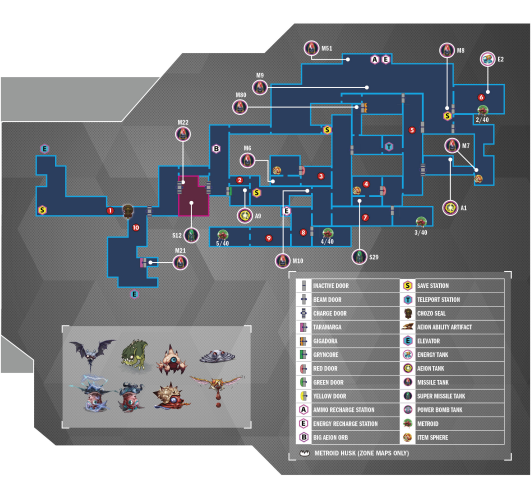
Drop under the Chozo Seal. Then, when the path forks, take a left.



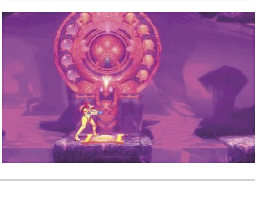
Head left until you're on the platform below the peculiar ice crystals, then jump and fire downward to destroy the floor below you. You're now at the bottom of the first area of SR388, where another strange Chozo device sits lit and shrouded in mystery.

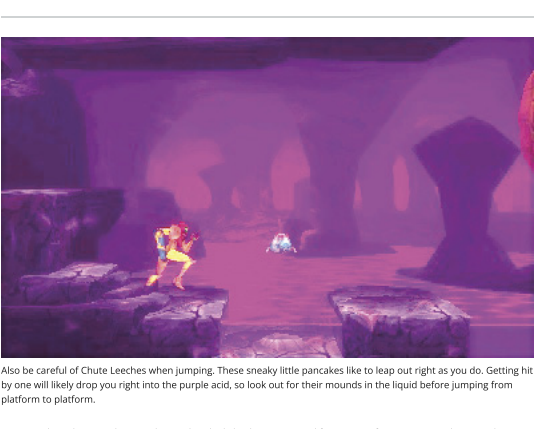
Walkthrough

Area 1



① There isn't much to see right at the start of Area 1, so head down and to the right to make your way to the next Chozo Seal. There's a lot more corrosive purple liquid near this Chozo Seal than the last one, so mind your step.



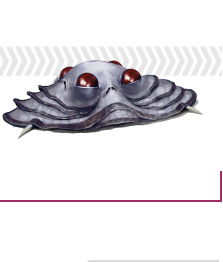


Also be careful of Chute Leeches when jumping. These sneaky little pancakes like to leap out right as you do. Getting hit by one will likely drop you right into the purple acid, so look out for their mounds in the liquid before jumping from platform to platform.

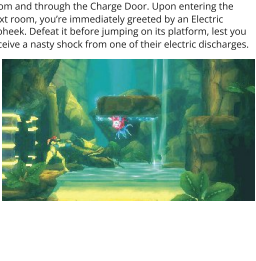
Upon reaching the next Chozo Seal, note that the lights have increased from one to four. Since a single Metroid DNA strand was needed to open the last single-light seal, expect that this one will require four. Time to go hunting!

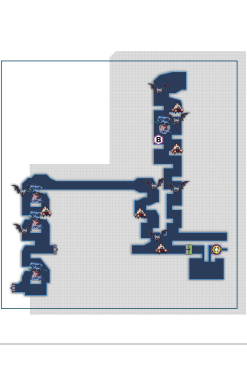
CHUTE LEECH

These ambush artists love waiting for unsuspecting bounty hunters to leap over their mounds before popping out and knocking them into the drink. They're little more than a nuisance, but this nuisance can reroute your careful jumps across tricky terrain. Look below Samus whenever approaching a shallow pool. They seem to prefer those environments more than solid ground.



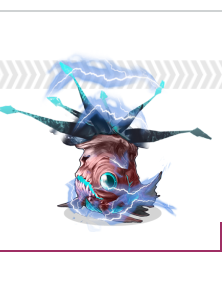
② There are a few things to find before you go Metroid-hunting. Start by heading to the right side of the Chozo Seal room and through the Charge Door. Upon entering the next room, you're immediately greeted by an Electric Moheek. Defeat it before jumping on its platform, lest you receive a nasty shock from one of their electric discharges.

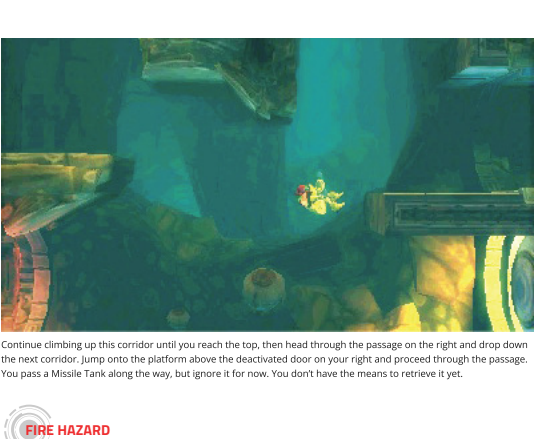




ELECTRIC MOHEEK

Like their purple counterparts, pink Electric Moheeks climb around and wait to strike anyone who dares get near them. Instead of charging like their cousins, these creatures discharge electricity whenever they feel threatened. This electrical attack hits anyone touching any part of the platform the Moheek is on, so even if Samus isn't looking directly at it, she can still take damage from it. Unless you're certain you can get on and off the platform in a second, always take out these enemies before jumping on their platforms. Their shock is a real damage-dealer.

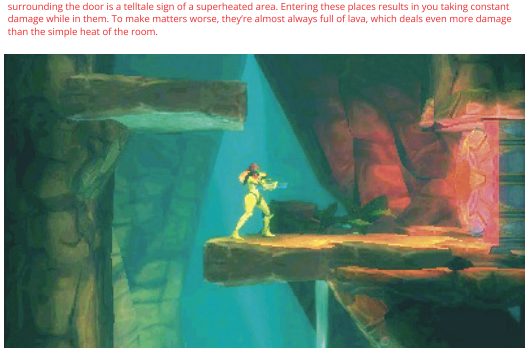


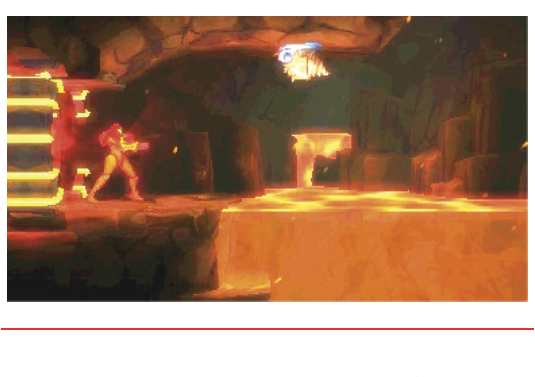


Continue climbing up this corridor until you reach the top, then head through the passage on the right and drop down the next corridor. Jump onto the platform above the deactivated door on your right and proceed through the passage. You pass a Missile Tank along the way, but ignore it for now. You don't have the means to retrieve it yet.

FIRE HAZARD

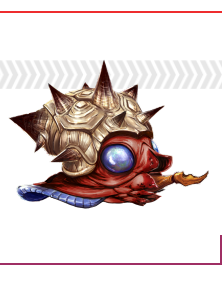
Shortly after passing the Electric Moheek's platform, you encounter this Charge Door. The bright red glow surrounding the door is a telltale sign of a superheated area. Entering these places results in you taking constant damage while in them. To make matters worse, they're almost always full of lava, which deals even more damage than the simple heat of the room.

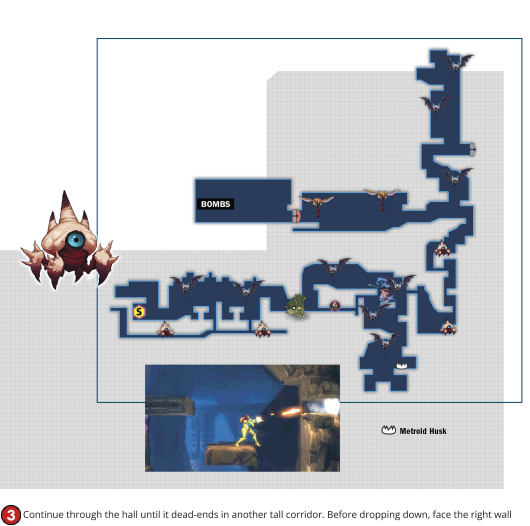




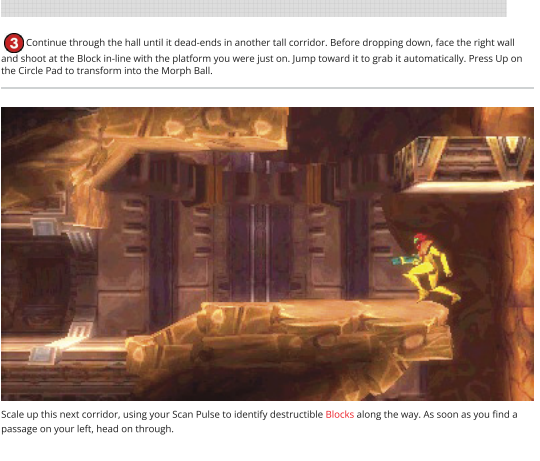
TSUMURI

If you choose to explore the high-temperature area beyond the Charge Door, you're immediately greeted by this little fella. Tsumuri aren't tricky enemies to deal with—three missiles and they're done—but they can be troublesome. They crawl slowly up and down walls and platforms, but if threatened, they run away while discharging an acid-like substance in their wake. Standing in that substance for more than a second causes you to take continuous damage as long as you're in it. Tsumuri's hard shells also make defeating them difficult without an explosive weapon, in which case every encounter becomes a slow, somewhat careful endeavor.





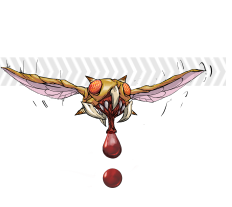
③ Continue through the hall until it dead-ends in another tall corridor. Before dropping down, face the right wall and shoot at the Block in-line with the platform you were just on. Jump toward it to grab it automatically. Press Up on the Circle Pad to transform into the Morph Ball.

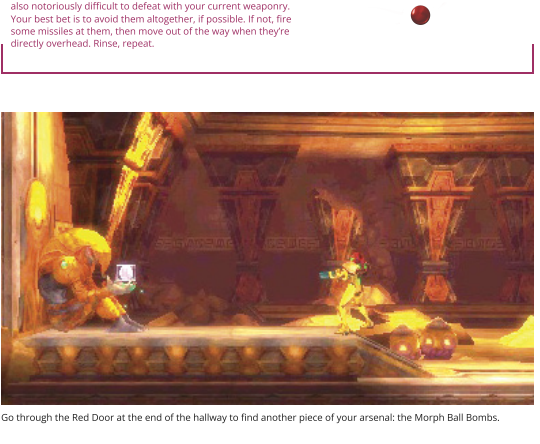


Scale up this next corridor, using your Scan Pulse to identify destructible Blocks along the way. As soon as you find a passage on your left, head on through.

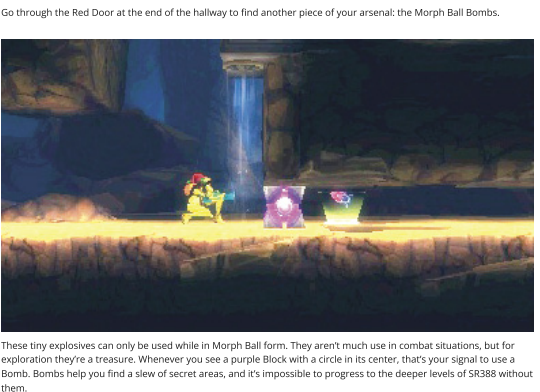
DRIVEL

These airborne miscreants aren't particularly common on SR388, but they can cause their fair share of frustration. They only have one form of attack: they fly directly above their prey and drop a toxic substance on them. This attack is easy to dodge, but they're persistent once they select a target. They're also notoriously difficult to defeat with your current weaponry. Your best bet is to avoid them altogether, if possible. If not, fire some missiles at them, then move out of the way when they're directly overhead. Rinse, repeat.



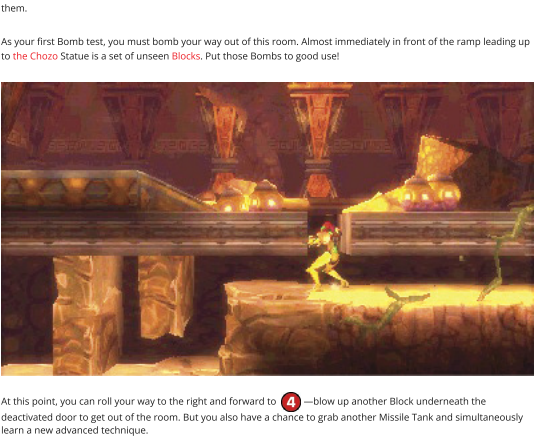


Go through the Red Door at the end of the hallway to find another piece of your arsenal: the Morph Ball Bombs.



These tiny explosives can only be used while in Morph Ball form. They aren't much use in combat situations, but for exploration they're a treasure. Whenever you see a purple Block with a circle in its center, that's your signal to use a Bomb. Bombs help you find a slew of secret areas, and it's impossible to progress to the deeper levels of SR388 without them.

As your first Bomb test, you must bomb your way out of this room. Almost immediately in front of the ramp leading up to the Chozo Statue is a set of unseen Blocks. Put those Bombs to good use!

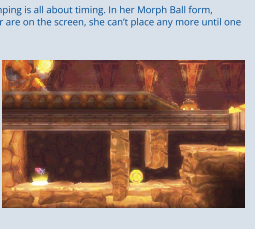


At this point, you can roll your way to the right and forward to ④—blow up another Block underneath the deactivated door to get out of the room. But you also have a chance to grab another Missile Tank and simultaneously learn a new advanced technique.

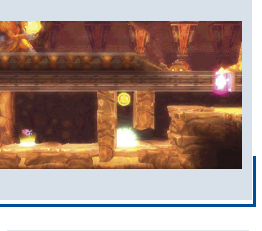
MISSILE TANK M-6 AND BOMB-JUMPING

Metroid veterans will remember this technique. Bomb-jumping is all about timing. In her Morph Ball form, Samus can place a total of four Bombs at a time. Once four are on the screen, she can't place any more until one of them blows up.

Roll over to the left, up against the wall blocking you from the Missile Tank. Place a Bomb and wait on top of it for it to blow. You're boosted a short distance into the air. While at the peak of this improvised jump, place another Bomb next to the wall. As soon as you land, place another Bomb and wait for it to propel you upward again. By this time, the Bomb you placed in the air should have blown up another Block, giving you passage to the Missile Tank beyond the thin wall.

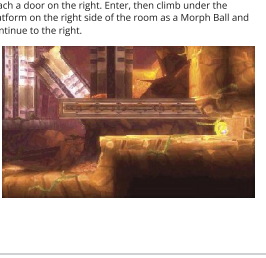


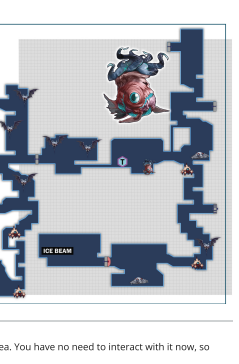
It might take some practice, but keep at it. If you time it right, you can get a Bomb that you placed in the air to launch you higher. Place two Bombs on the ground about a second and a half apart and let the first Bomb launch you up. Maintain a "Bomb every second and a half" rhythm so the Bombs gradually lift you higher and higher.



Like wall-jumping, Bomb-jumping is unnecessary for finishing the game or getting 100% completion, but it's a great trick that allows you to reach locations that are otherwise unattainable until later.

④ To continue your item hunt, head out to the tall corridor to the right of ③. Climb the corridor until you reach a door on the right. Enter, then climb under the platform on the right side of the room as a Morph Ball and continue to the right.

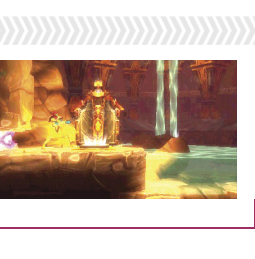


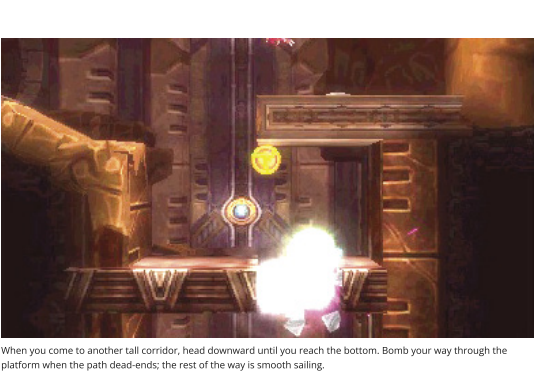


There's another strange device like the one at the end of the last area. You have no need to interact with it now, so press onward.

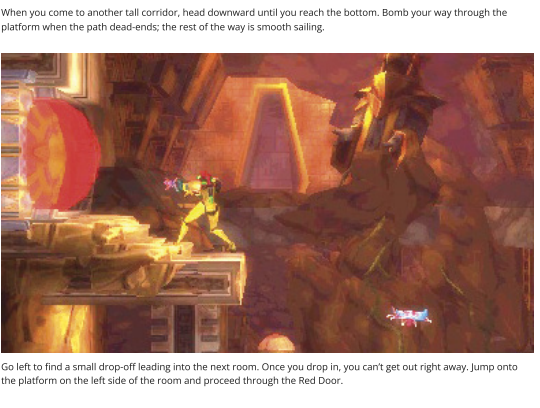
TELEPORT STATIONS

Teleport Stations allow you to zoom all over the planet in an instant, provided you've found Teleport Stations in the areas you want to teleport to. You'll put them to plenty of use later, so make a point to unlock them—simply by approaching them—while exploring each area.

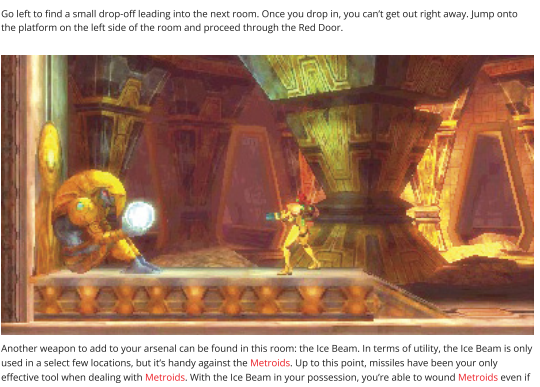




When you come to another tall corridor, head downward until you reach the bottom. Bomb your way through the platform when the path dead-ends; the rest of the way is smooth sailing.

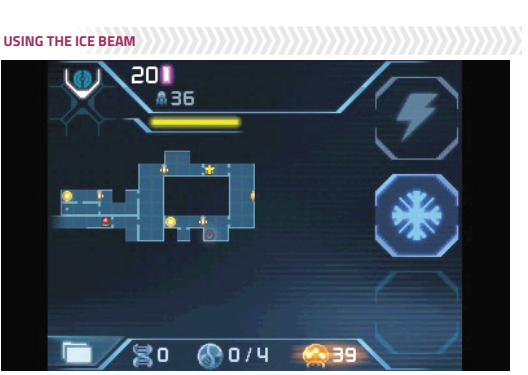


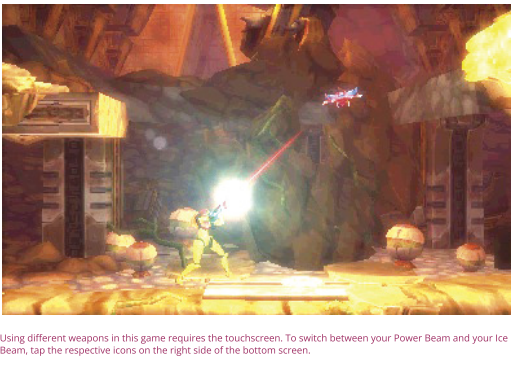
Go left to find a small drop-off leading into the next room. Once you drop in, you can't get out right away. Jump onto the platform on the left side of the room and proceed through the Red Door.



Another weapon to add to your arsenal can be found in this room: the Ice Beam. In terms of utility, the Ice Beam is only used in a select few locations, but it's handy against the Metroids. Up to this point, missiles have been your only effective tool when dealing with Metroids. With the Ice Beam in your possession, you're able to wound Metroids even if you run out of missiles. The Ice Beam isn't the most powerful weapon to use against them, but something is better than nothing when you're locked in a room with one of these vicious parasites.

USING THE ICE BEAM

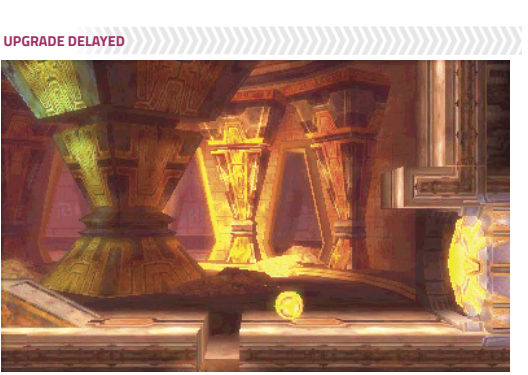


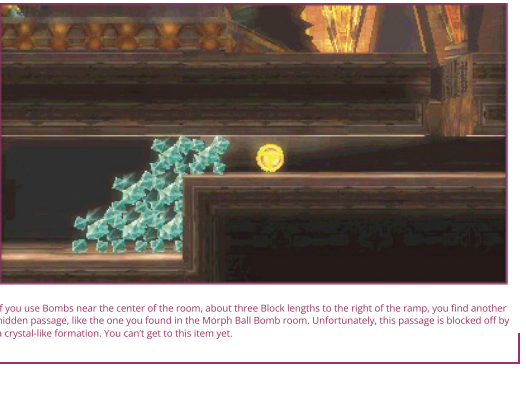


Using different weapons in this game requires the touchscreen. To switch between your Power Beam and your Ice Beam, tap the respective icons on the right side of the bottom screen.

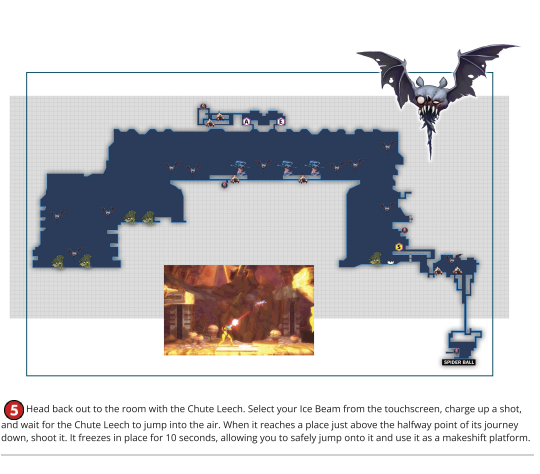
Regarding the Ice Beam's specific functionality, if you shoot a regular enemy (i.e. not a boss), it freezes temporarily. Continue shooting it to keep it frozen. Hitting it with a fully charged shot freezes it for a substantial amount of time. While frozen, enemies can be jumped on and used as makeshift platforms. They're also extremely weak to melee and missile attacks. A single hit from a melee attack or a single missile attack will almost certainly shatter a frozen enemy. This combination is one of the deadliest in the game, exceeding the strength of even the most powerful weapons. It takes speed and precision, but the efficiency of this one-two combo is worth the effort of practice.

UPGRADE DELAYED

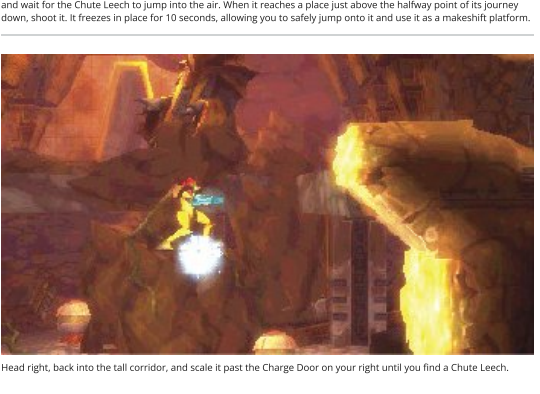




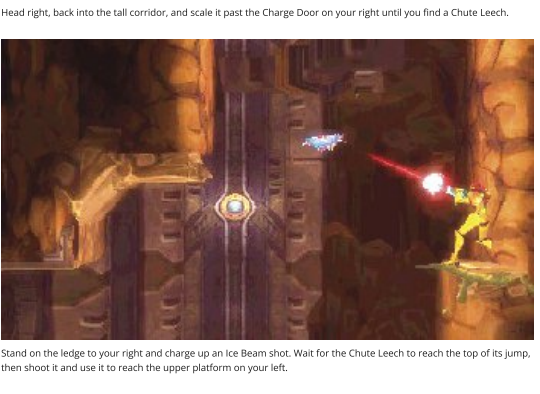
If you use Bombs near the center of the room, about three Block lengths to the right of the ramp, you find another hidden passage, like the one you found in the Morph Ball Bomb room. Unfortunately, this passage is blocked off by a crystal-like formation. You can't get to this item yet.



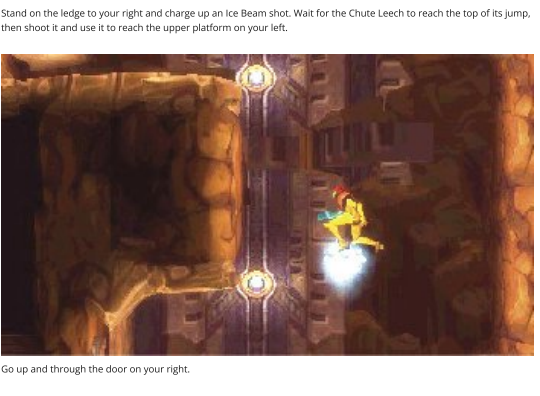
⑤ Head back out to the room with the Chute Leech. Select your Ice Beam from the touchscreen, charge up a shot, and wait for the Chute Leech to jump into the air. When it reaches a place just above the halfway point of its journey down, shoot it. It freezes in place for 10 seconds, allowing you to safely jump onto it and use it as a makeshift platform.



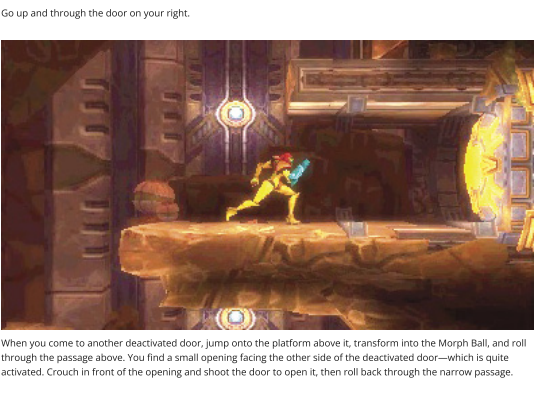
Head right, back into the tall corridor, and scale it past the Charge Door on your right until you find a Chute Leech.



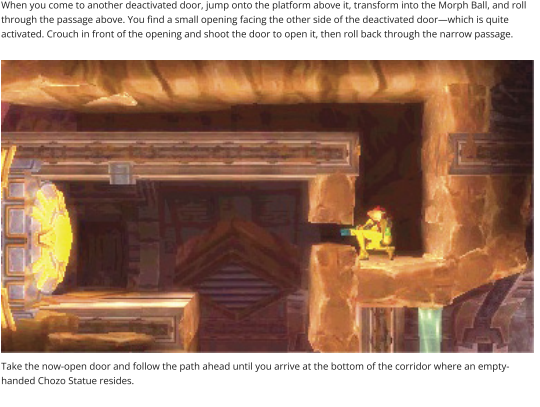
Stand on the ledge to your right and charge up an Ice Beam shot. Wait for the Chute Leech to reach the top of its jump, then shoot it and use it to reach the upper platform on your left.



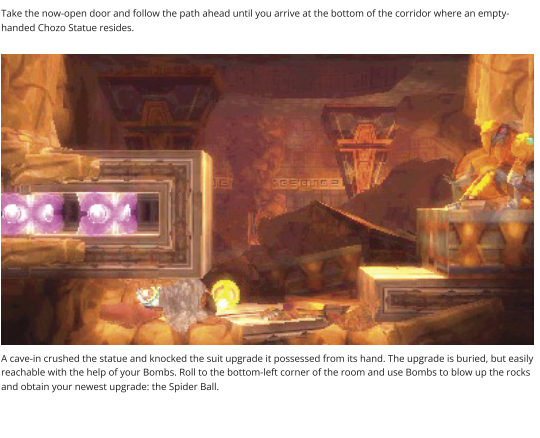
Go up and through the door on your right.



When you come to another deactivated door, jump onto the platform above it, transform into the Morph Ball, and roll through the passage above. You find a small opening facing the other side of the deactivated door—which is quite activated. Crouch in front of the opening and shoot the door to open it, then roll back through the narrow passage.



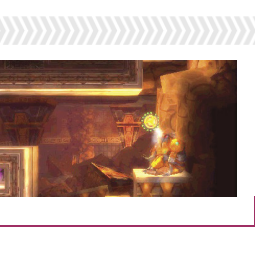
Take the now-open door and follow the path ahead until you arrive at the bottom of the corridor where an empty-handed Chozo Statue resides.



A cave-in crushed the statue and knocked the suit upgrade it possessed from its hand. The upgrade is buried, but easily reachable with the help of your Bombs. Roll to the bottom-left corner of the room and use Bombs to blow up the rocks and obtain your newest upgrade: the Spider Ball.

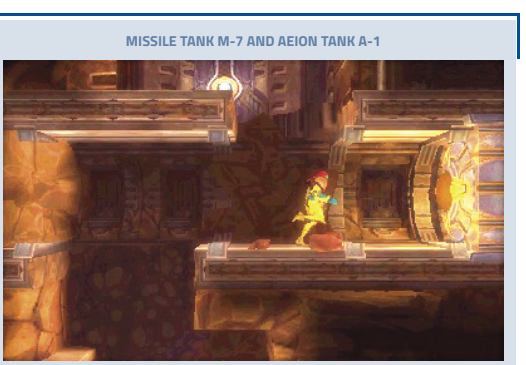
USING THE SPIDER BALL

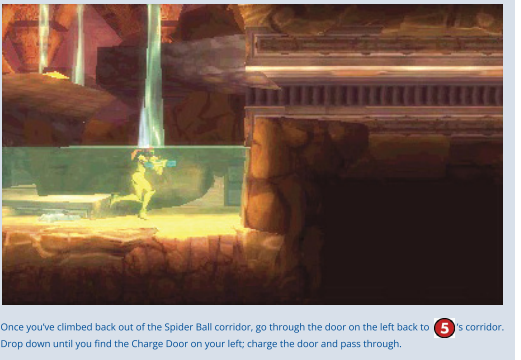
The Spider Ball gives you the ability to scale most surfaces while in Morph Ball form. Roll up to a wall and hold the L button to attach to the wall. This ability grants you access to a slew of new item upgrades and paths that were previously unreachable.



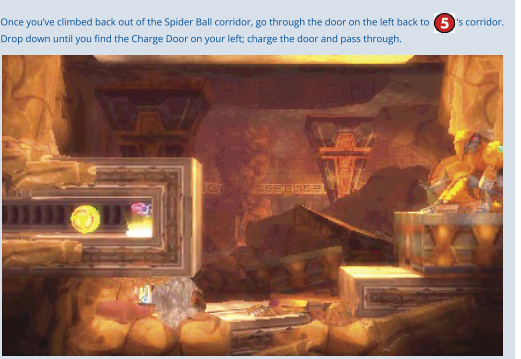
⑥ Use the Spider Ball—by holding the L button while in Morph Ball form—to scale the wall and climb back out of this corridor the same way you came in. At this point, you can immediately head for ⑦ as it appears on your map, or you can first opt to get another Missile Tank and an extension to your Aeion Energy bar.

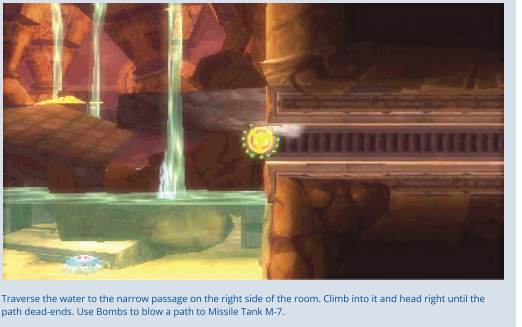
MISSILE TANK M-7 AND AEION TANK A-1



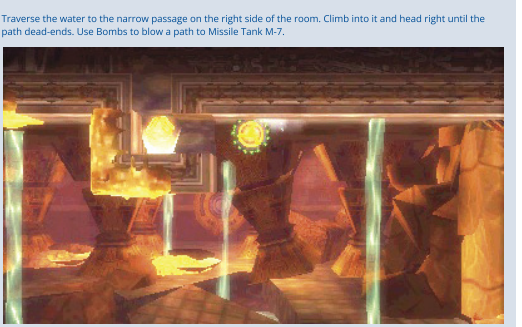


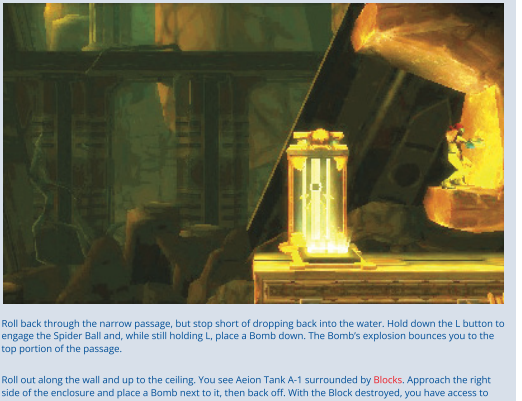
Once you've climbed back out of the Spider Ball corridor, go through the door on the left back to ⑤'s corridor. Drop down until you find the Charge Door on your left; charge the door and pass through.





Traverse the water to the narrow passage on the right side of the room. Climb into it and head right until the path dead-ends. Use Bombs to blow a path to Missile Tank M-7.





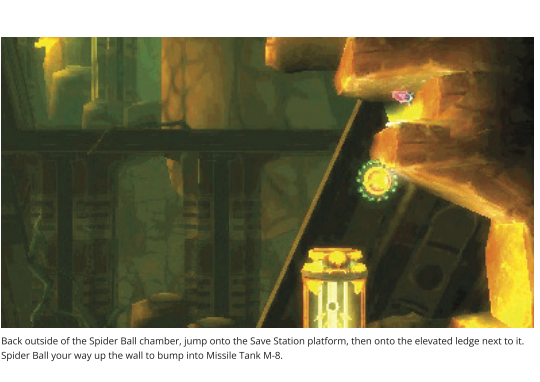
Roll back through the narrow passage, but stop short of dropping back into the water. Hold down the L button to engage the Spider Ball and, while still holding L, place a Bomb down. The Bomb's explosion bounces you to the top portion of the passage.

Roll out along the wall and up to the ceiling. You see Aeion Tank A-1 surrounded by Blocks. Approach the right side of the enclosure and place a Bomb next to it, then back off. With the Block destroyed, you have access to the Aeion Tank.

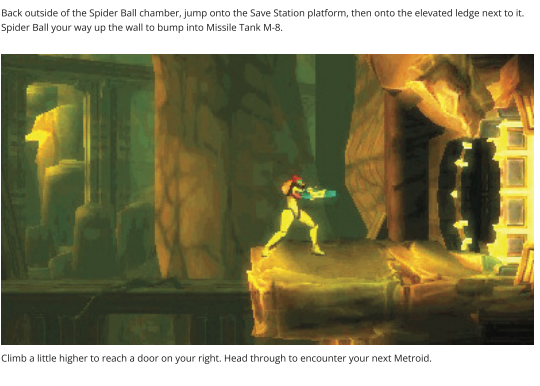
Grab it, then head back up ⑤'s corridor into the room before the Spider Ball chamber.

WHAT ARE AEION TANKS?

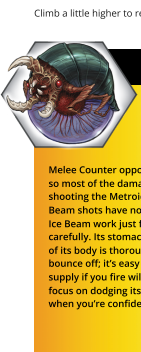
Just as Energy Tanks increase the size of your health bar, Aeion Tanks increase the size of your Aeion Energy bar, though not to the same extent. They still provide a nice boost that comes in handy in later parts of the game.



Back outside of the Spider Ball chamber, jump onto the Save Station platform, then onto the elevated ledge next to it. Spider Ball your way up the wall to bump into Missile Tank M-8.



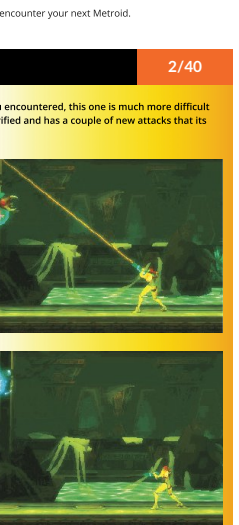
Climb a little higher to reach a door on your right. Head through to encounter your next Metroid.



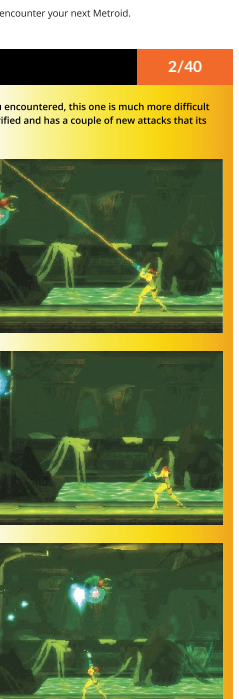
ALPHA METROID 2/40

Compared to the first Alpha Metroid you encountered, this one is much more difficult and does heaps more damage. It's electrified and has a couple of new attacks that its predecessor lacked.

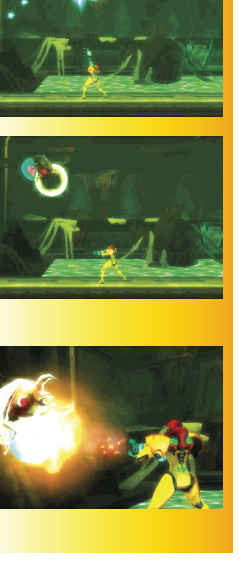
Melee Counter opportunities are much rarer now, so most of the damage you deal is done by shooting the Metroid in its bulbous belly. Power Beam shots have no effect, but missiles and the Ice Beam work just fine. Use your missiles carefully. Its stomach might be weak, but the rest of its body is thoroughly armored. Any shots there bounce off; it's easy to blow through your entire supply if you fire wildly. Patience is key here, so focus on dodging its attacks and only fire missiles when you're confident you can land the shot.



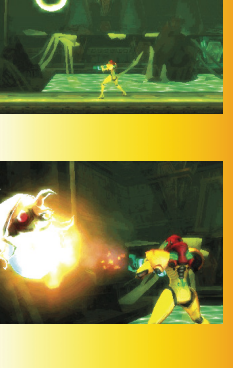
Charging up Ice Beam shots and shooting the Metroid in its core yields unique results. Its stomach freezes temporarily, limiting its ability to produce electricity during this time. This doesn't necessarily make the fight easier, but it does make it faster, as it forces the Metroid into performing certain attacks. It's much more likely to attempt its counterable tackle while frozen, which gives you more chances to deal huge amounts of damage. It doesn't stay frozen long, however, so get in as many missile shots as possible.



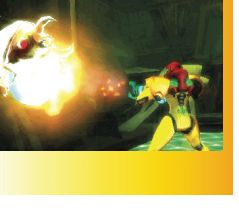
This Metroid's most common attack is its electric tackle. As with its counterable tackle, it sits high above you for a moment, then swoops down at you. Unlike the counterable attack, it can perform its electric tackle back-to-back up to three times. Getting hit by it costs a sizable chunk of health. You can't damage it during this attack, so focus on dodging.



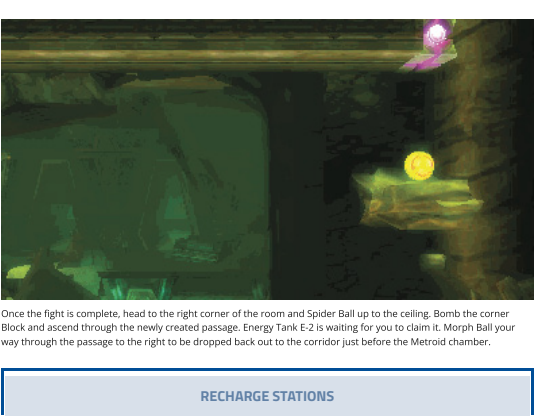
Its second attack is much more useful to you for several reasons. The Metroid floats high above you, shuffling back and forth across the chamber while discharging electric orbs. These orbs explode when they hit the ground and deal a good amount of damage, but they're also destructible, often dropping health resources and missile ammunition. Stand your ground during this attack. Focus on shooting the orbs if you're in need of health or missiles, then get some shots in on the Metroid's stomach once you're well-stocked. Make sure to shoot any orbs above you. Even if they aren't directly overhead, an explosion can get you if the orb falls close enough to your feet.



As previously mentioned, the counterable tackle attack that you witnessed during the first fight doesn't make an appearance very often in Metroid battles from this point forward. Therefore, it's extra important that you land your Melee Counter when it does show up. This is a great time to unload missiles on the Metroid, as it's temporarily incapacitated, which means you don't have to worry so much about missing missile shots.

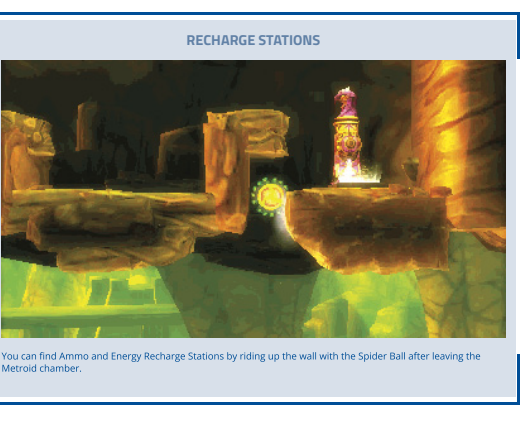


Pay close attention to the Metroid to get an idea of what's coming next. Remember, patience is vital.



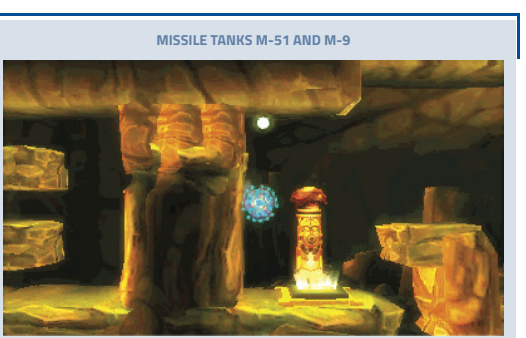
Once the fight is complete, head to the right corner of the room and Spider Ball up to the ceiling. Bomb the corner Block and ascend through the newly created passage. Energy Tank E-2 is waiting for you to claim it. Morph Ball your way through the passage to the right to be dropped back out to the corridor just before the Metroid chamber.

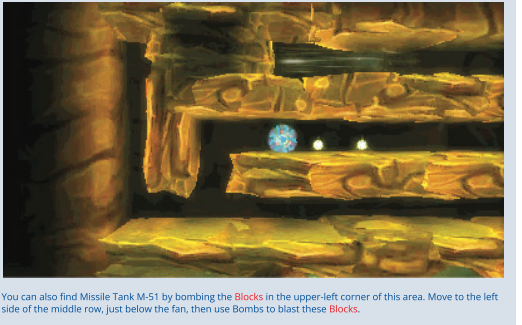
RECHARGE STATIONS



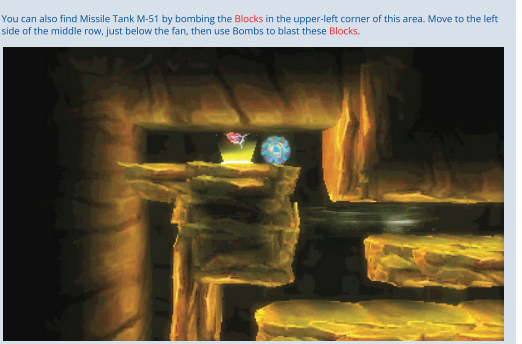
You can find Ammo and Energy Recharge Stations by riding up the wall with the Spider Ball after leaving the Metroid chamber.

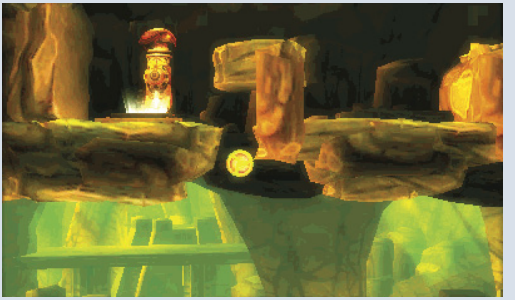
MISSILE TANKS M-51 AND M-9

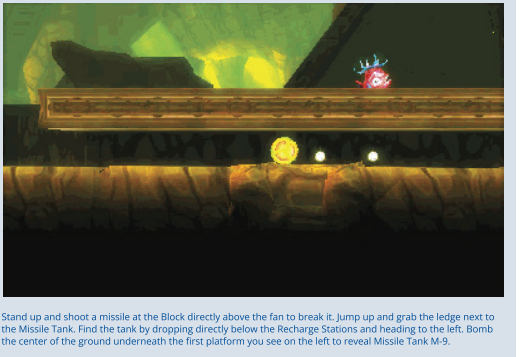




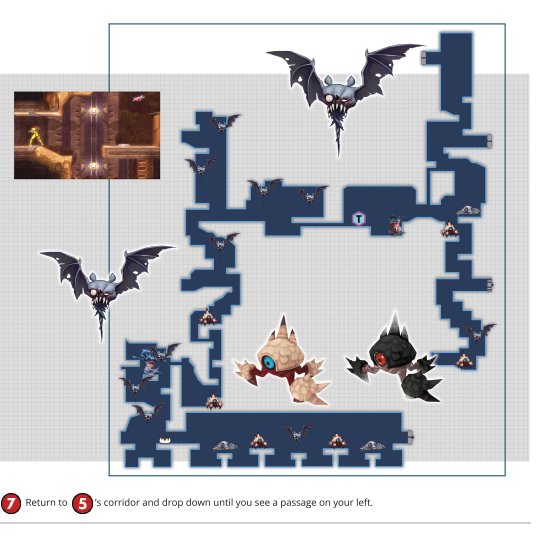
You can also find Missile Tank M-51 by bombing the Blocks in the upper-left corner of this area. Move to the left side of the middle row, just below the fan, then use Bombs to blast these Blocks.



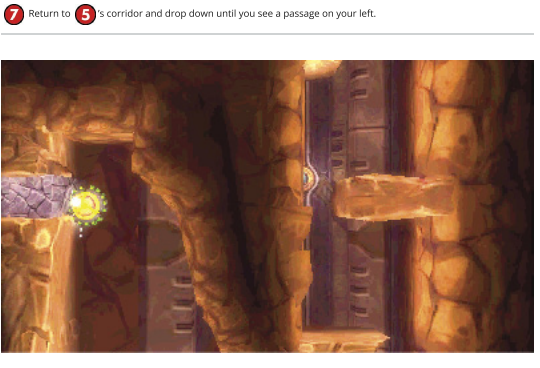


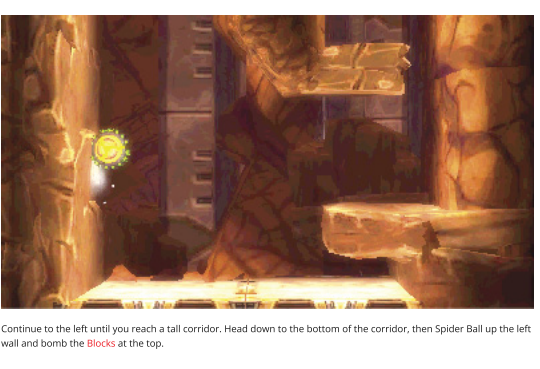


Stand up and shoot a missile at the Block directly above the fan to break it. Jump up and grab the ledge next to the Missile Tank. Find the tank by dropping directly below the Recharge Stations and heading to the left. Bomb the center of the ground underneath the first platform you see on the left to reveal Missile Tank M-9.

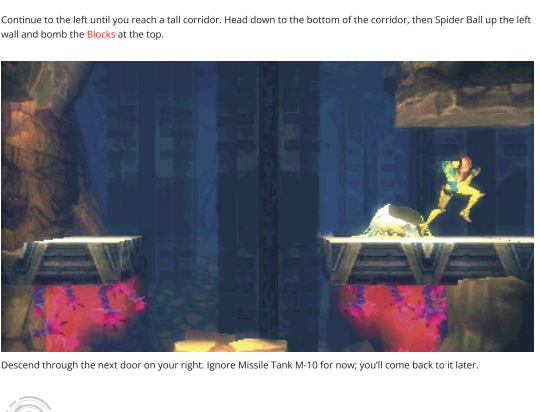


⑦ Return to ⑤'s corridor and drop down until you see a passage on your left.





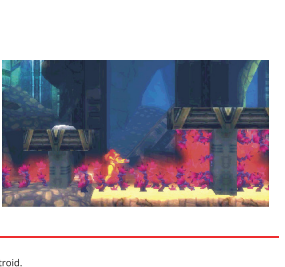
Continue to the left until you reach a tall corridor. Head down to the bottom of the corridor, then Spider Ball up the left wall and bomb the Blocks at the top.



Descend through the next door on your right. Ignore Missile Tank M-10 for now; you'll come back to it later.

POISONOUS PLANT LIFE

As you progress through this area, note the clusters of red glowing plant life. The red glow is a sure sign of danger. Falling into these plants is similar to touching lava or the acidic purple liquid, except that the plants don't slow you down. In other words, touching these plants is a good way to take continuous damage, so avoid whenever possible.

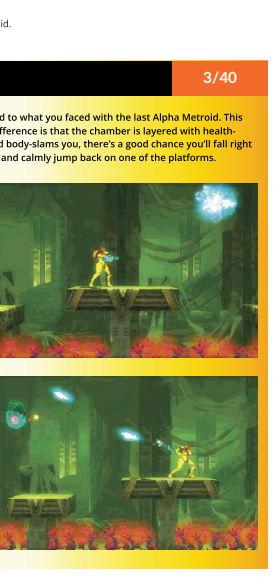


Continue through the next corridor to reach the next Metroid.

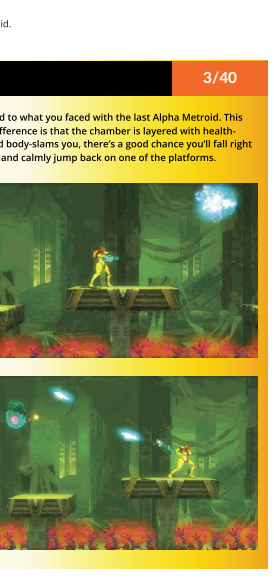
ALPHA METROID 3/40

Not much has changed compared to what you faced with the last Alpha Metroid. This one is also electrified. The key difference is that the chamber is layered with health-sapping red plants. If the Metroid body-slams you, there's a good chance you'll fall right into them. Don't panic. Carefully and calmly jump back on one of the platforms.

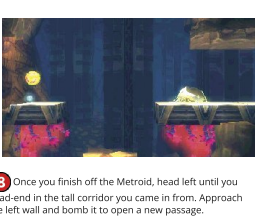
Keep yourself centered on the middle platform. This gives you plenty of maneuverability and a clear line of fire toward the Metroid.

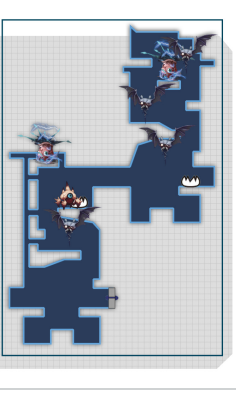


You can also move toward one of the outside platforms and wait for the Metroid to perform its electric tackle attack. It's likely to ram right into the wall, which prevents it from performing subsequent tackle attacks as it normally would. Plus, with the Metroid momentarily staggered, you have a brief window of time to fire at its core.



Either strategy works, so feel free to experiment. Keep an eye out for those electric charges, electric orbs, and the counterable tackle.

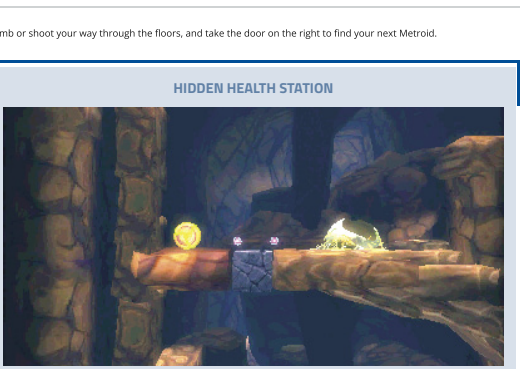


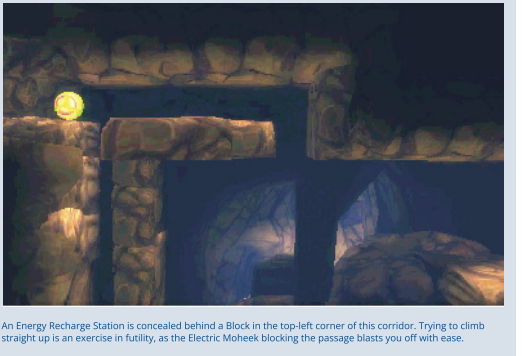


⑧ Once you finish off the Metroid, head left until you dead-end in the tall corridor you came in from. Approach the left wall and bomb it to open a new passage.

Bomb or shoot your way through the floors, and take the door on the right to find your next Metroid.

HIDDEN HEALTH STATION

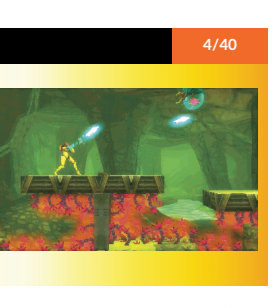




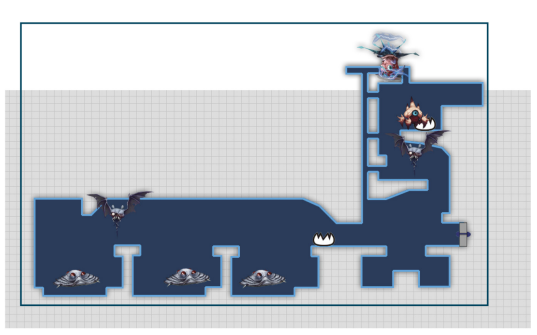
An Energy Recharge Station is concealed behind a Block in the top-left corner of this corridor. Trying to climb straight up is an exercise in futility, as the Electric Moheek blocking the passage blasts you off with ease.

Roll around from the bottom platform to avoid the Moheek altogether.

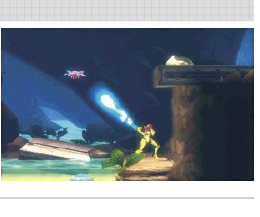
ALPHA METROID 4/40

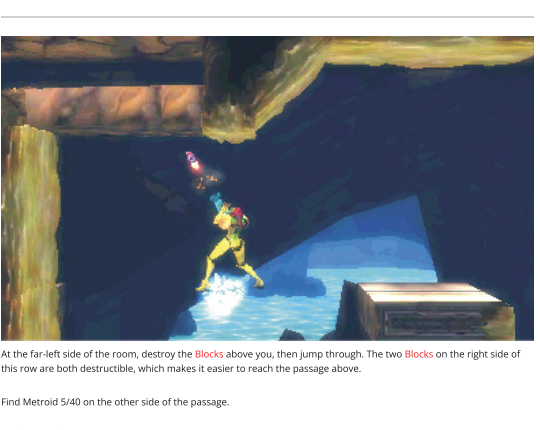


This fight is almost identical to the one before. Red plants surround the bottom of the chamber, and three platforms offer safety. This is not EXACTLY the same as the previous fight; some minor changes can throw you off if you're not prepared. The ceiling is lower here, forcing the Metroid to stay a little closer to the ground. The lower ceiling also forces you to change the timing of your jumps, and making the adjustment can be tricky. Otherwise, use the same strategies you employed before.



⑨ Backtrack through the door you entered from, then head through the door on the left side of the corridor. To reach the other side of this room, use your Ice Beam to freeze a handful of Chute Leeches in place, then use them as platforms.



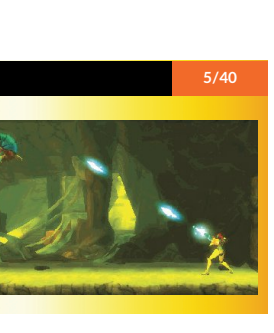


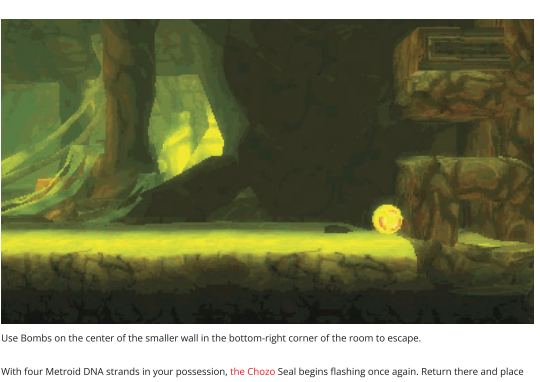
At the far-left side of the room, destroy the Blocks above you, then jump through. The two Blocks on the right side of this row are both destructible, which makes it easier to reach the passage above.

Find Metroid 5/40 on the other side of the passage.

ALPHA METROID 5/40

This is the most straightforward Metroid fight in this area. The ground is flat and devoid of deadly red plants; the ceiling is high, so you have plenty of room to jump; and the Metroid is an Alpha, like those you've seen up to this point. This is the last Metroid in Area 1, so knock it out and you're home free!





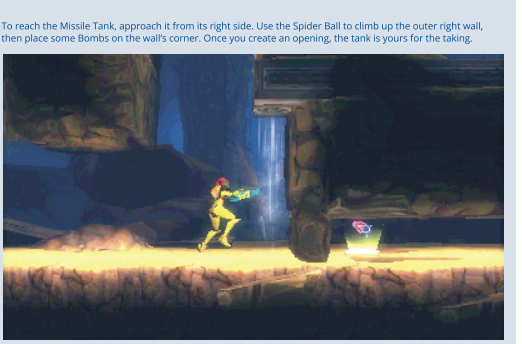
Use Bombs on the center of the smaller wall in the bottom-right corner of the room to escape.

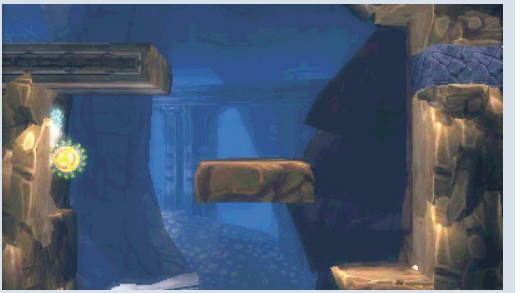
With four Metroid DNA strands in your possession, the Chozo Seal begins flashing once again. Return there and place the DNA into the seal to lower the liquid.

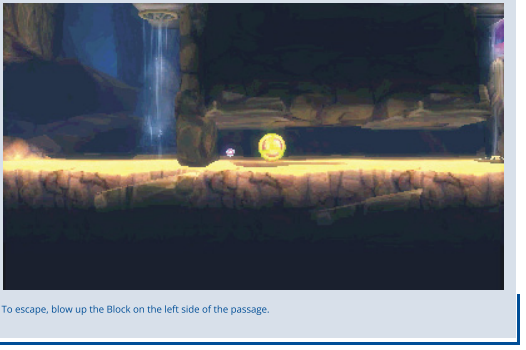
MISSILE TANK M-10

Grab Missile Tank M-10 on your way back to the Chozo Seal; you pass it as you go. It's in an enclosed space that can only be reached with Bombs, but if you place the Bombs to the left of M-10, a frustratingly placed fan sucks them up.

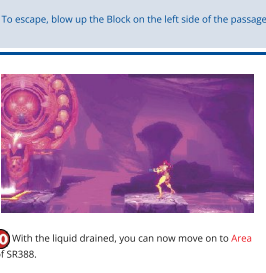
To reach the Missile Tank, approach it from its right side. Use the Spider Ball to climb up the outer right wall, then place some Bombs on the wall's corner. Once you create an opening, the tank is yours for the taking.

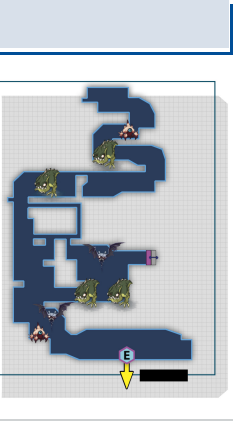




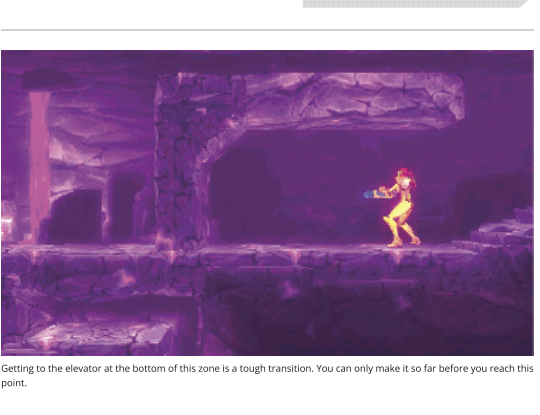


To escape, blow up the Block on the left side of the passage.

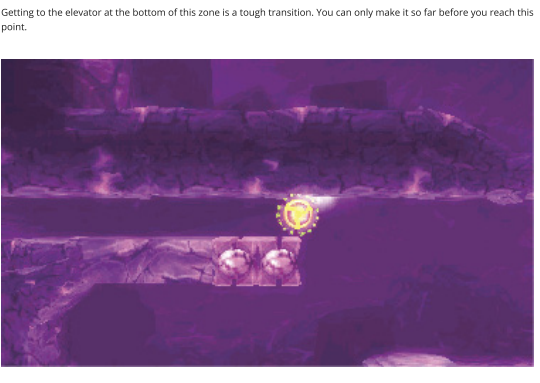


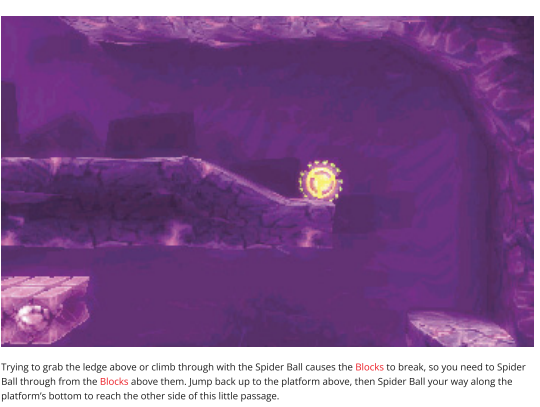


⑩ With the liquid drained, you can now move on to Area 2 of SR388.

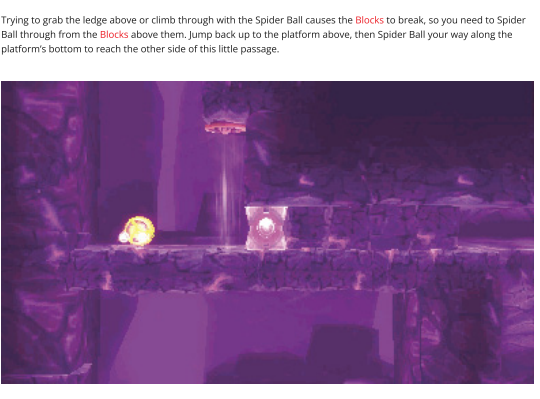


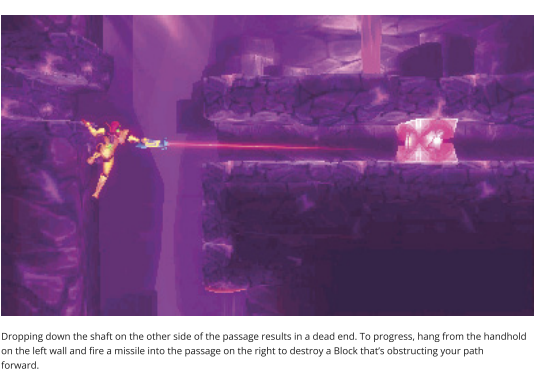
Getting to the elevator at the bottom of this zone is a tough transition. You can only make it so far before you reach this point.



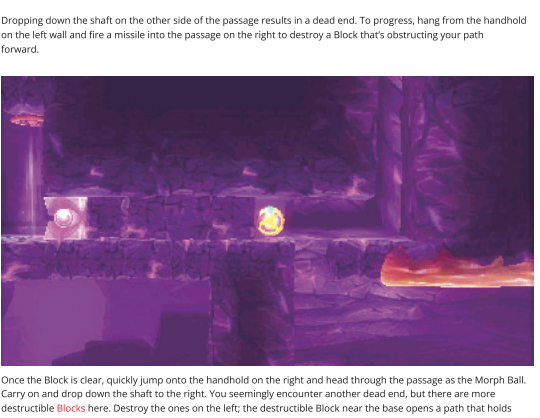


Trying to grab the ledge above or climb through with the Spider Ball causes the Blocks to break, so you need to Spider Ball through from the Blocks above them. Jump back up to the platform above, then Spider Ball your way along the platform's bottom to reach the other side of this little passage.

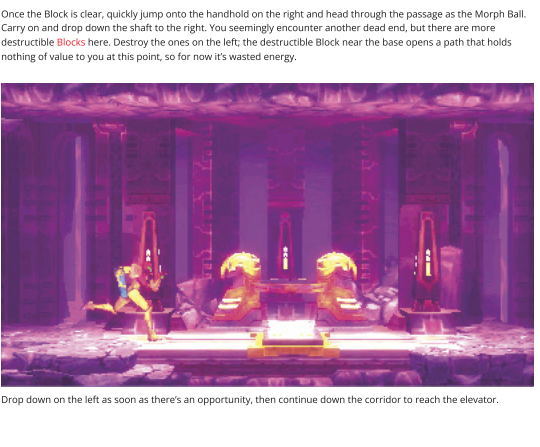




Dropping down the shaft on the other side of the passage results in a dead end. To progress, hang from the handhold on the left wall and fire a missile into the passage on the right to destroy a Block that's obstructing your path forward.



Once the Block is clear, quickly jump onto the handhold on the right and head through the passage as the Morph Ball. Carry on and drop down the shaft to the right. You seemingly encounter another dead end, but there are more destructible Blocks here. Destroy the ones on the left; the destructible Block near the base opens a path that holds nothing of value to you at this point, so for now it's wasted energy.



Drop down on the left as soon as there's an opportunity, then continue down the corridor to reach the elevator.

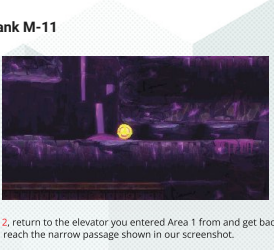
A QUICK NOTE ABOUT CLEANUPS

You now have the gear necessary to grab a couple of upgrades on the Surface you didn't have the tools to reach earlier. We point out these opportunities at the end of each area. Make use of Cleanups if your goal is to be as well-equipped as possible at any point in the game. If speed is your priority, hold off on Cleanups until the end of the game.

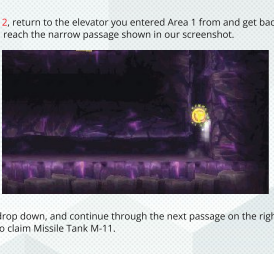
Pursuing Cleanup items at the end of each area isn't the fastest way to reach 100% completion; in this regard, waiting until the end, when you're fully geared and can conquer any obstacles in your path, is the optimal route. For a complete list of Cleanup items, see the Cleanup section of the final Walkthrough chapter, Surface Revisited.

CLEAN UP

Surface: Missile Tank M-11

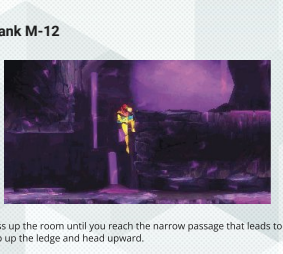


Before going down to Area 2, return to the elevator you entered Area 1 from and get back to the Surface. Climb back up the room until you reach the narrow passage shown in our screenshot.

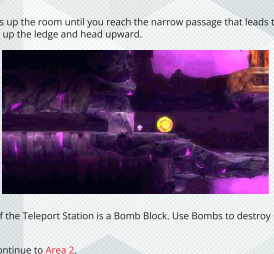


Roll through the passage, drop down, and continue through the next passage on the right. Spider Ball up the wall at the end of the passage to claim Missile Tank M-11.

Surface: Missile Tank M-12

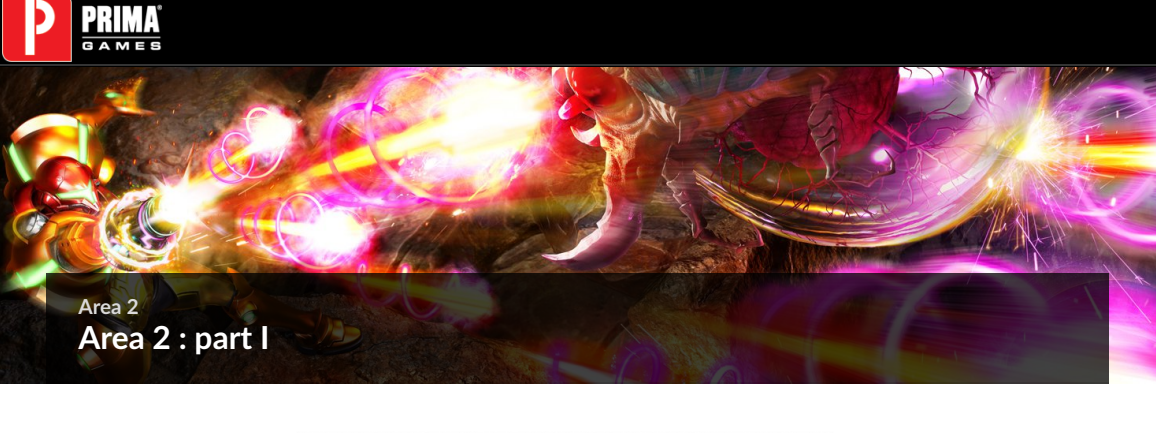


From the elevator, progress up the room until you reach the narrow passage that leads to M-11. Instead of rolling through the passage, jump up the ledge and head upward.



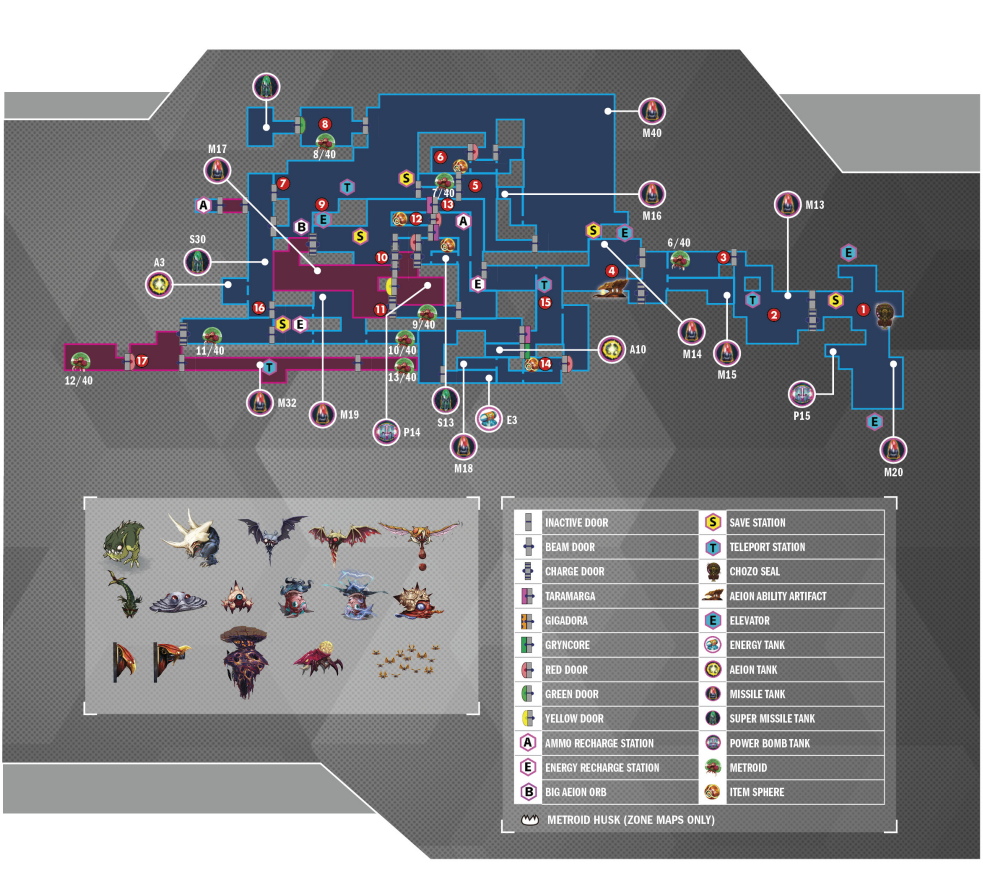
Just below and to the left of the Teleport Station is a Bomb Block. Use Bombs to destroy it, then follow the passage to find Missile Tank M-12.

With both tanks in hand, continue to Area 2.

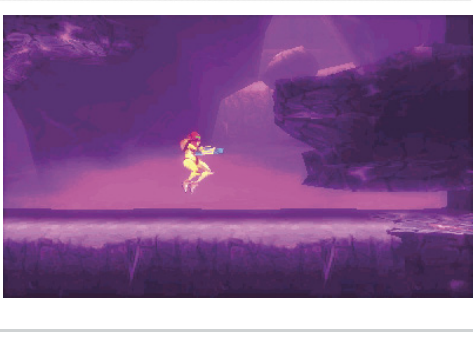


Area 2

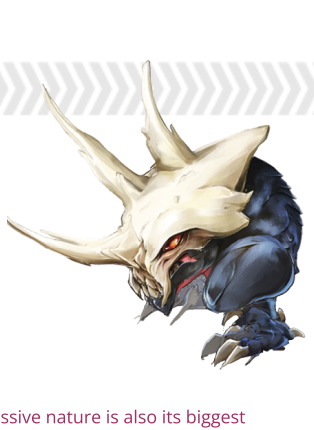
Area 2 : part I



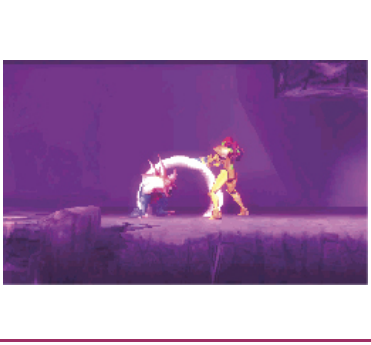
1 As with the start of Area 1, your first task is to find the Chozo Seal. Follow the path until it splits (pictured in our screenshot). Heading to the left takes you to a Save Station. The Morph Ball passage on the right eventually leads to the Chozo Seal, so set out in that direction whenever you're ready.



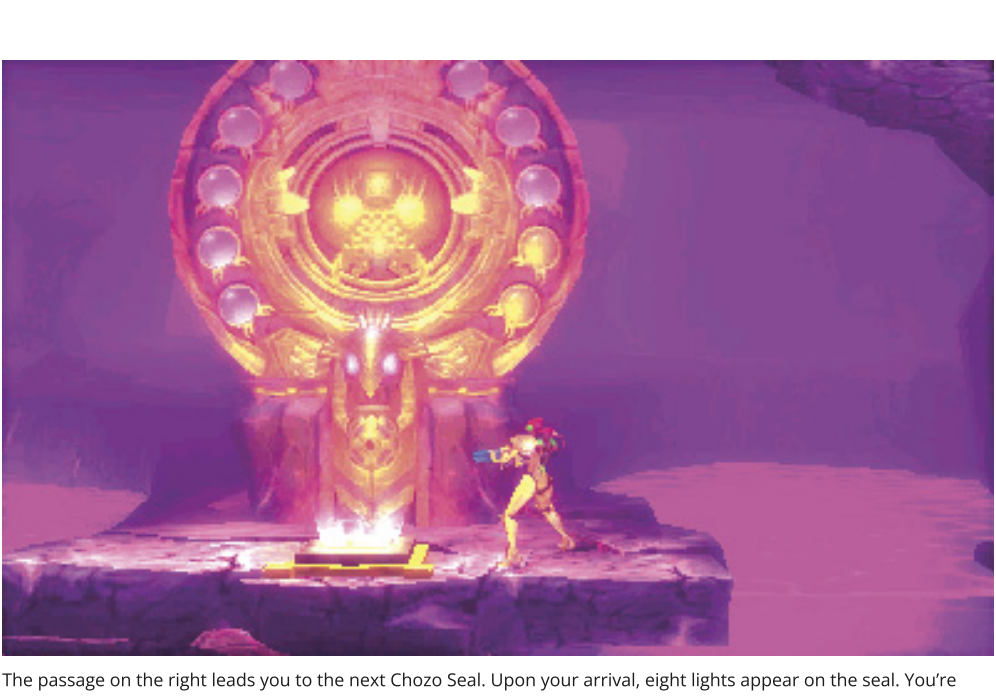
MOTO



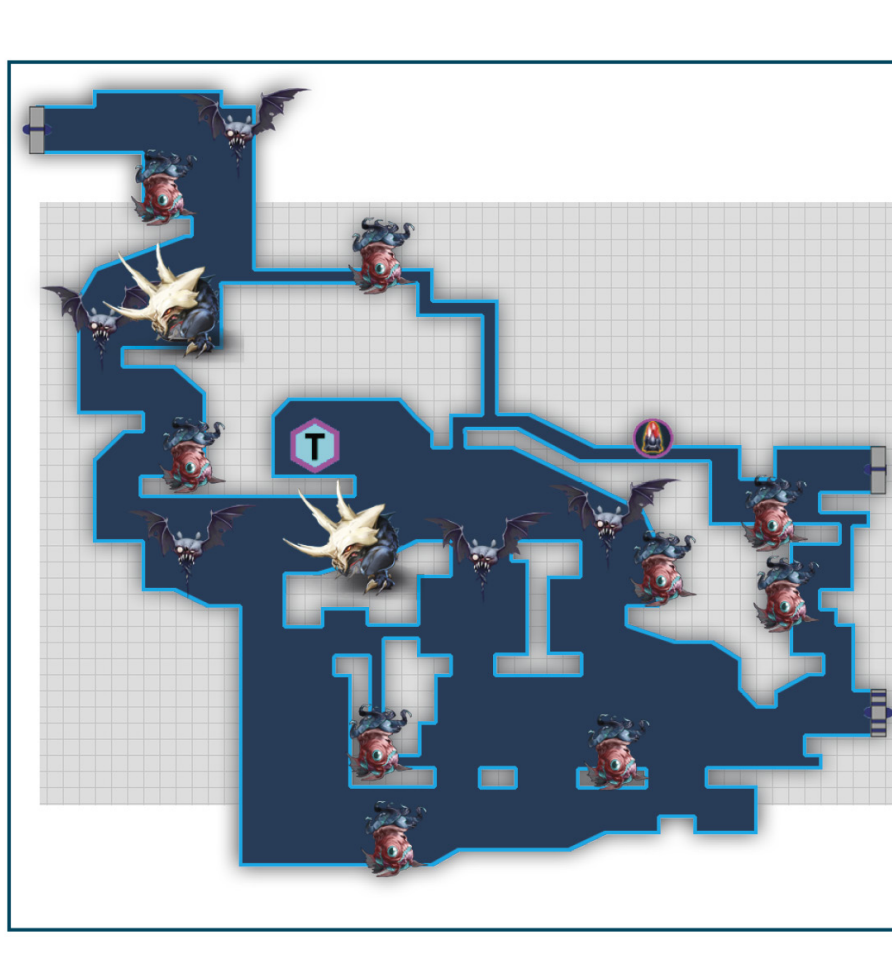
You encounter a new enemy in this area: the hard-headed, horned Moto. A Moto's head carries both its best defense and best offense. Damaging it with anything other than missiles requires you to shoot it in its hindquarters, as its mask deflects almost anything you throw at it. In addition, it's a very aggressive creature, charging at anything it doesn't like and dealing a ton of damage if it lands a hit.



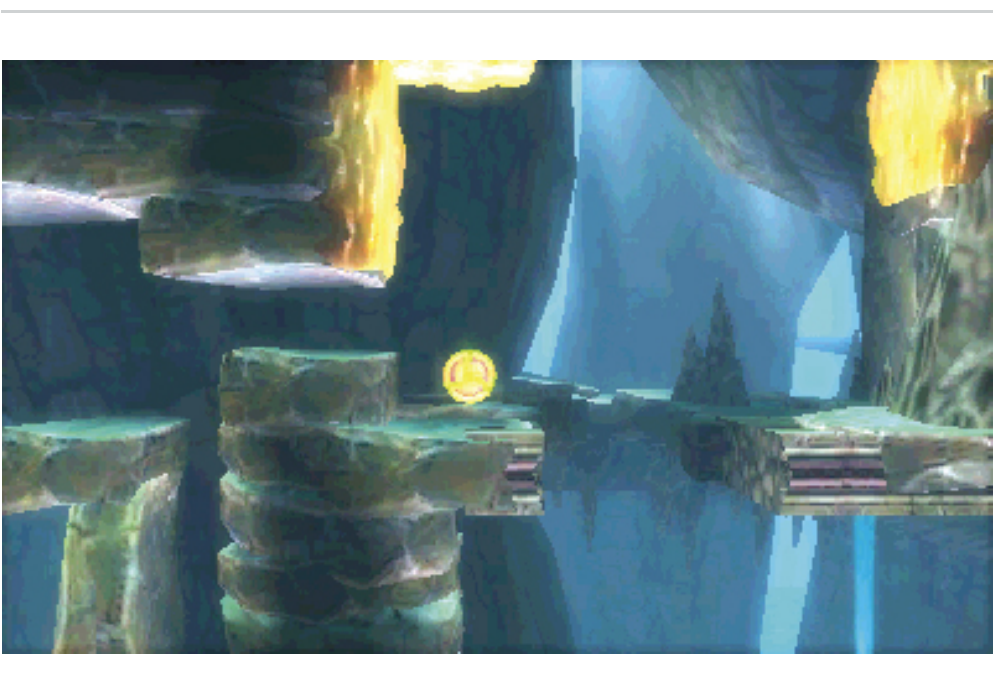
The good news is that its aggressive nature is also its biggest weakness. Every time it charges, you have a counter opportunity, either with a Melee Counter or by jumping over it and shooting it in its soft back bits. Whatever method you use to dispatch a Moto, avoid getting hit by its charge attack, as it takes a big chunk out of your health.

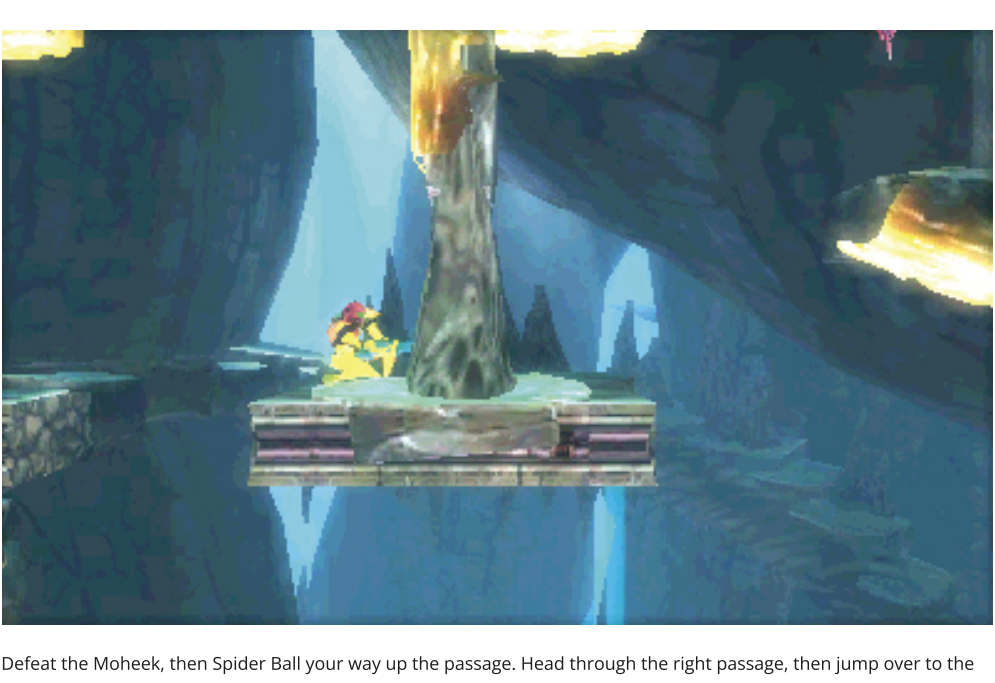


The passage on the right leads you to the next Chozo Seal. Upon your arrival, eight lights appear on the seal. You're going to be busy in this area.



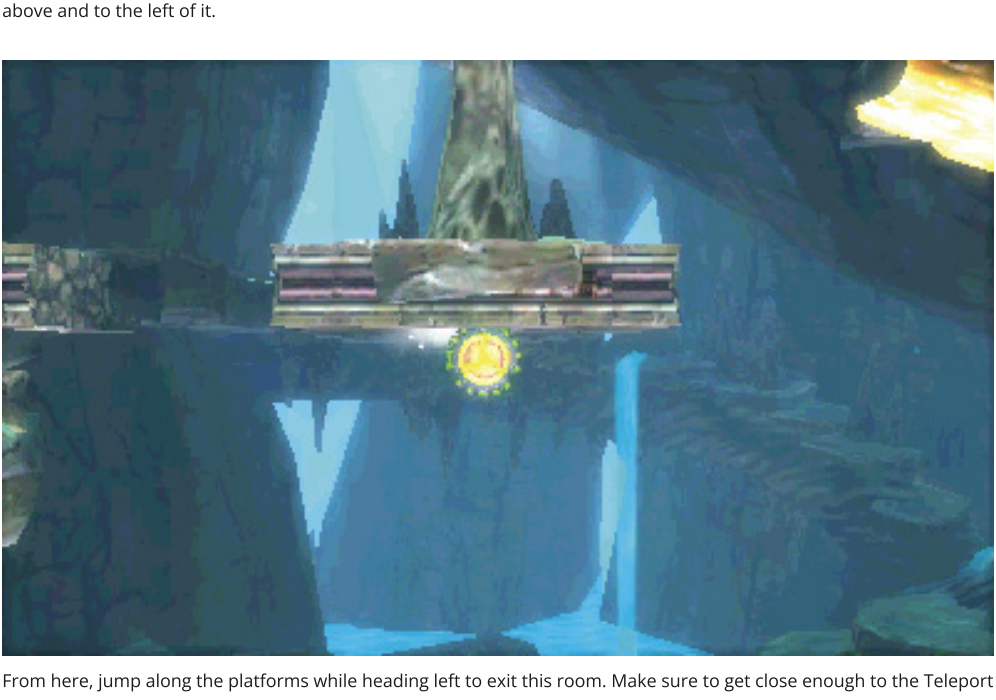
2 Go through the Charge Door on the left side of the room. This next room features some tricky platforming. Water covers the bottom of the room, while narrow platforms sit just above it. Head left across the platforms until you reach a Morph Ball path.





Defeat the Moheek, then Spider Ball your way up the passage. Head through the right passage, then jump over to the platform to the right.

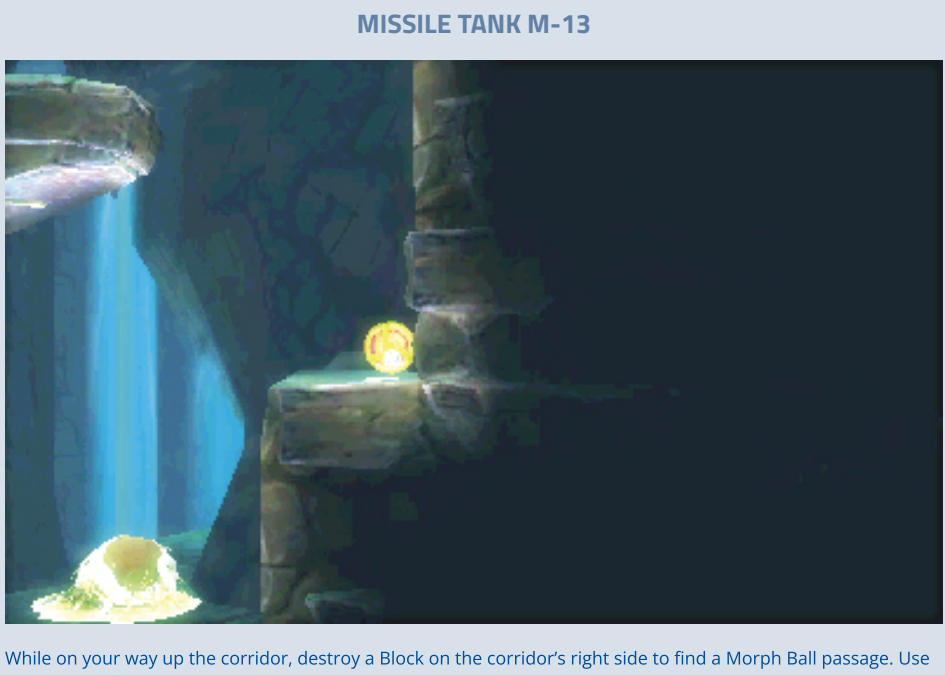
Spider Ball around the bottom of this platform and jump to the next platform to your right, then up to the platform above and to the left of it.



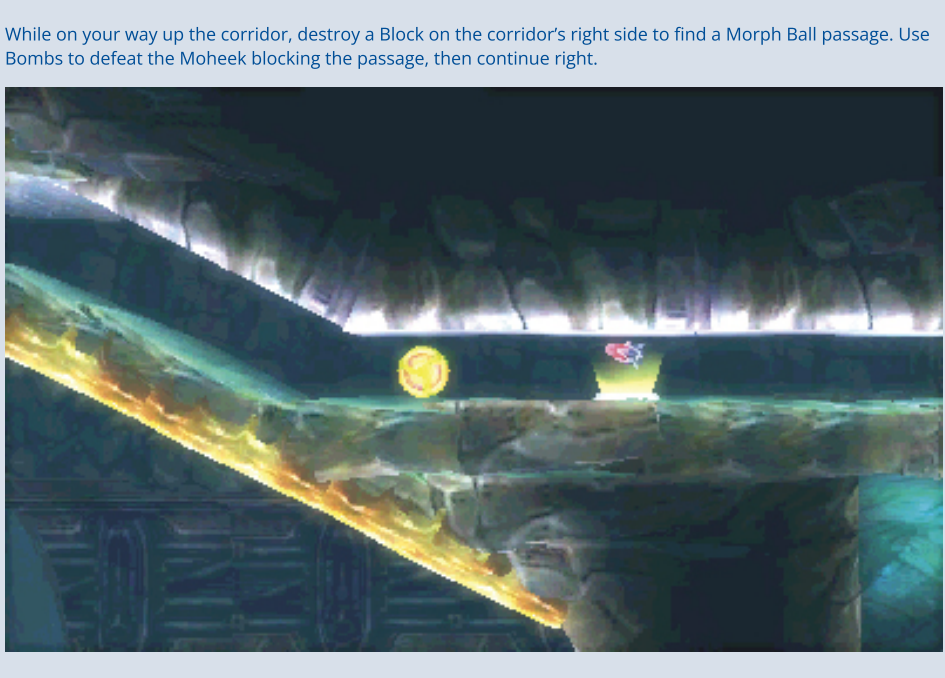
From here, jump along the platforms while heading left to exit this room. Make sure to get close enough to the Teleport Station to activate it on the way.

3 Climb straight up the corridor and proceed through the door on your left to reach the next Metroid.

MISSILE TANK M-13



While on your way up the corridor, destroy a Block on the corridor's right side to find a Morph Ball passage. Use Bombs to defeat the Moheek blocking the passage, then continue right.

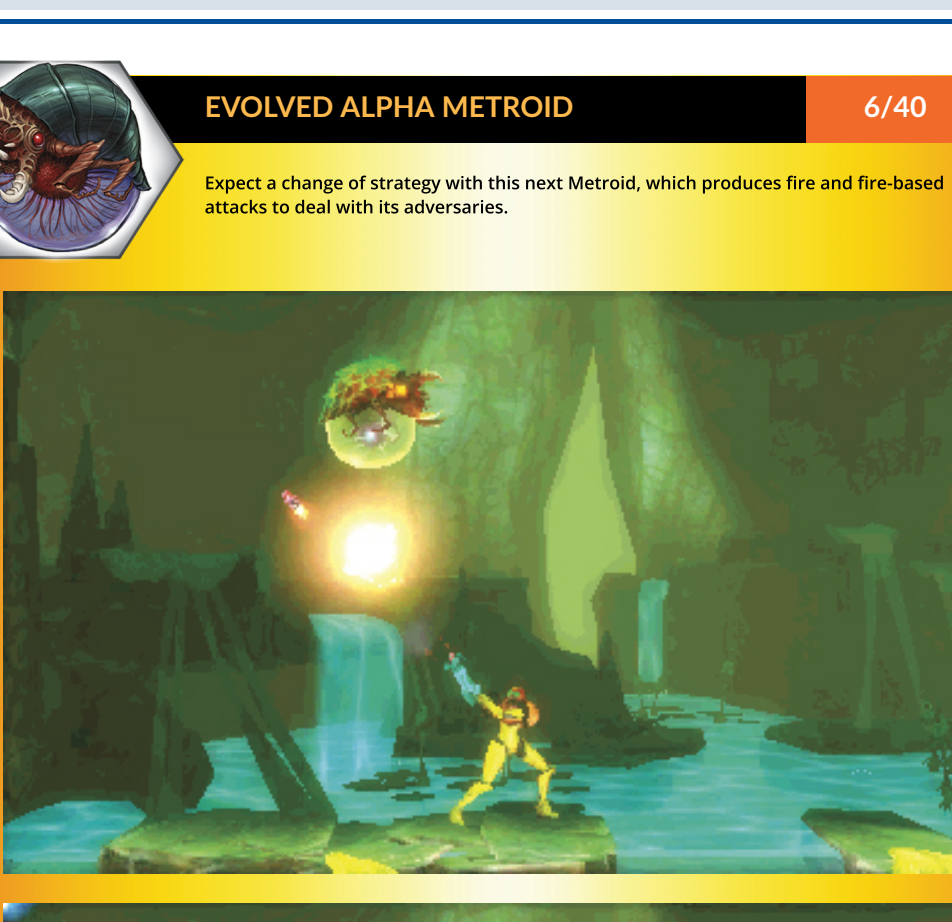


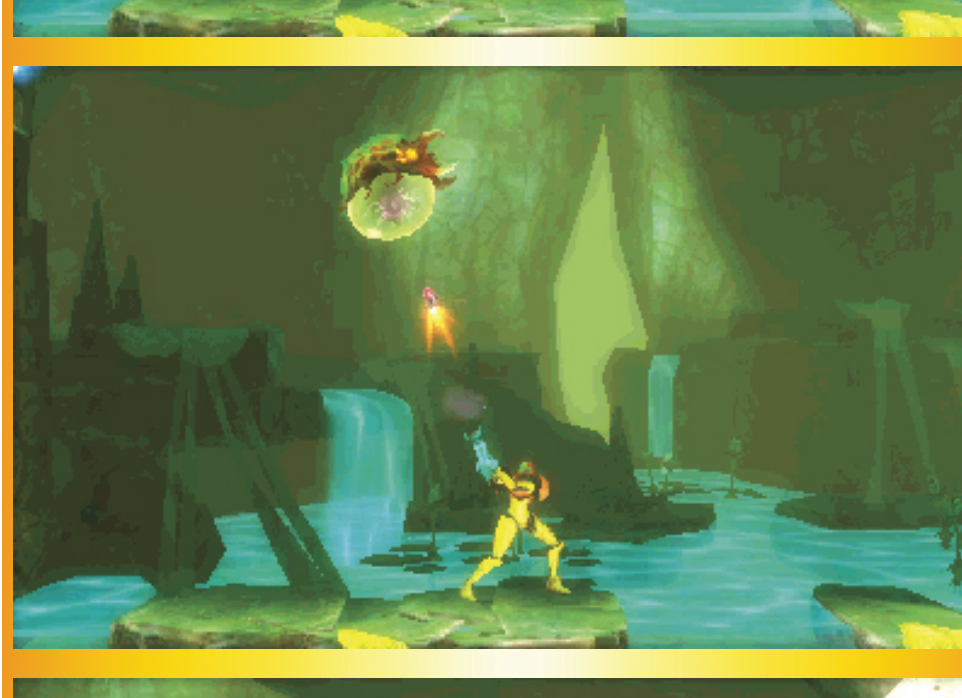
You eventually come upon Missile Tank M-13. Head left to reach a dissolving Block that drops you out of the passage and back into 2's room.

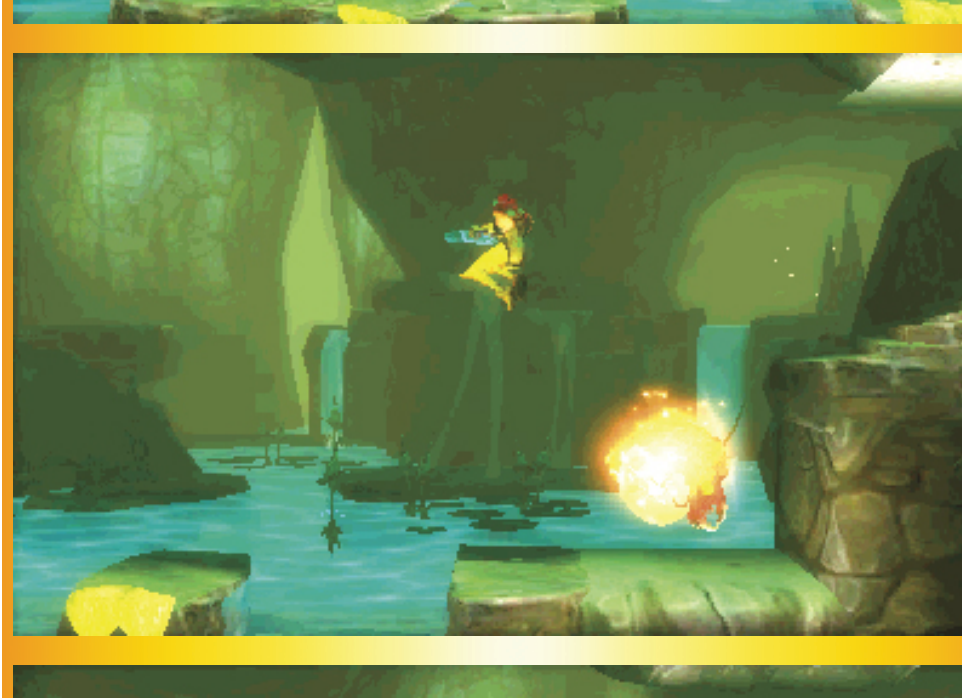
EVOLVED ALPHA METROID

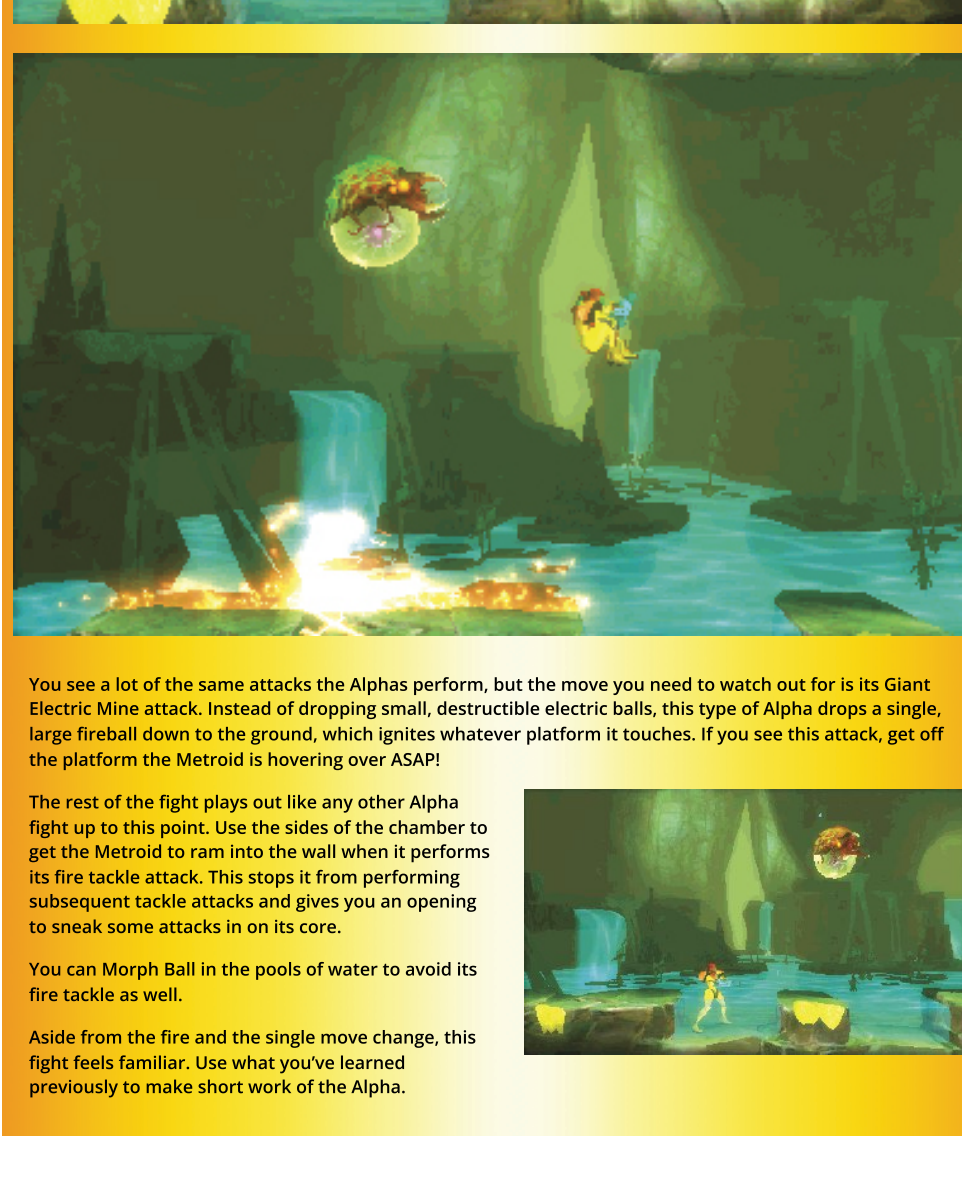
6/40

Expect a change of strategy with this next Metroid, which produces fire and fire-based attacks to deal with its adversaries.

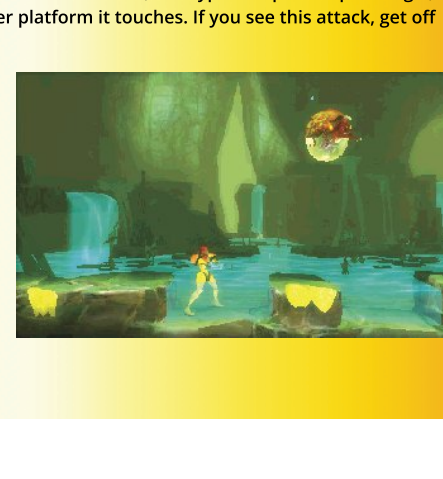








You see a lot of the same attacks the Alphas perform, but the move you need to watch out for is its Giant Electric Mine attack. Instead of dropping small, destructible electric balls, this type of Alpha drops a single, large fireball down to the ground, which ignites whatever platform it touches. If you see this attack, get off the platform the Metroid is hovering over ASAP!



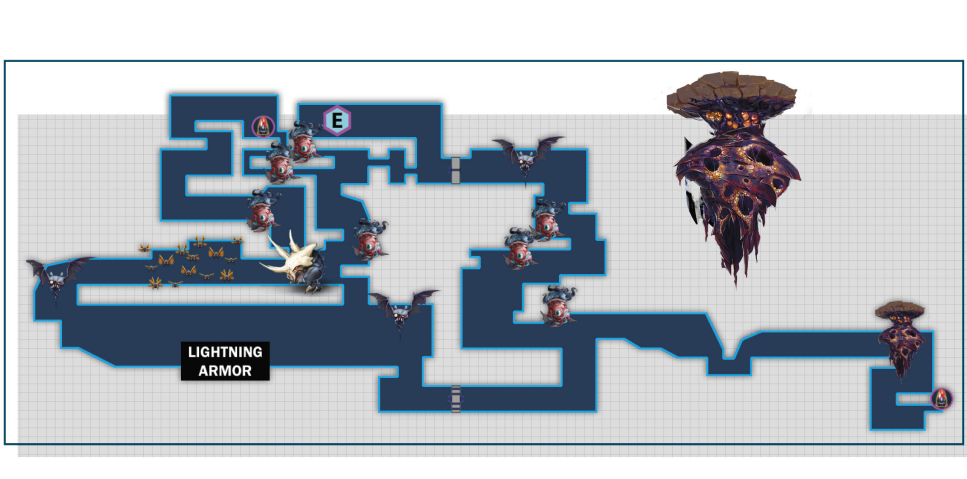
The rest of the fight plays out like any other Alpha fight up to this point. Use the sides of the chamber to get the Metroid to ram into the wall when it performs its fire tackle attack. This stops it from performing subsequent tackle attacks and gives you an opening to sneak some attacks in on its core.

You can Morph Ball in the pools of water to avoid its fire tackle as well.

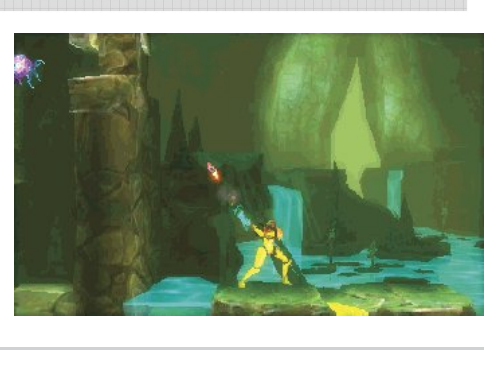
Aside from the fire and the single move change, this fight feels familiar. Use what you've learned previously to make short work of the Alpha.

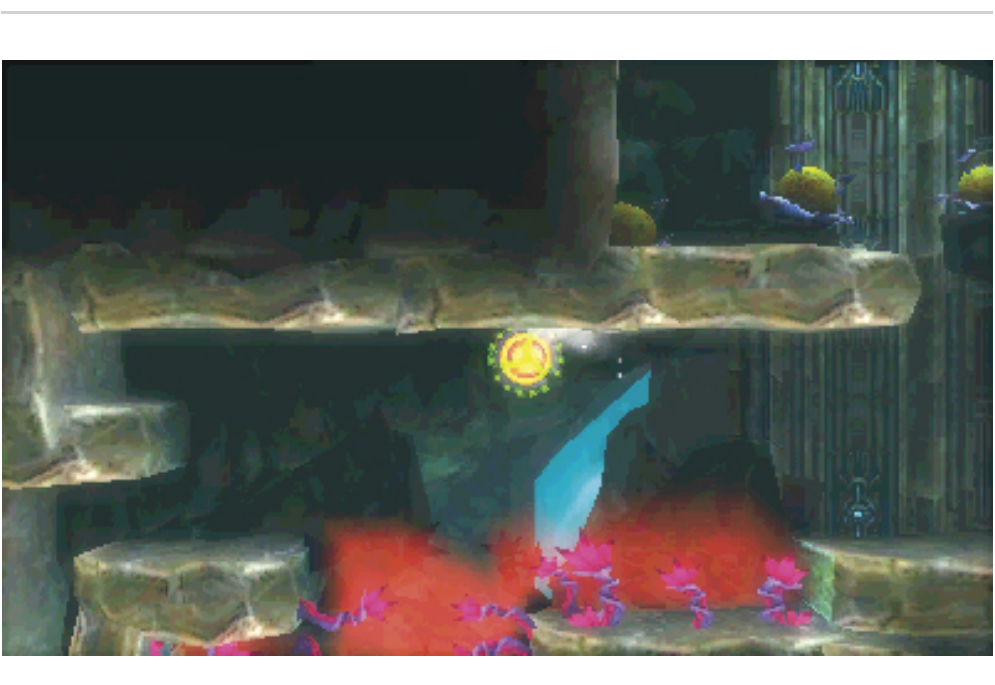
BEWARE THE SWARM

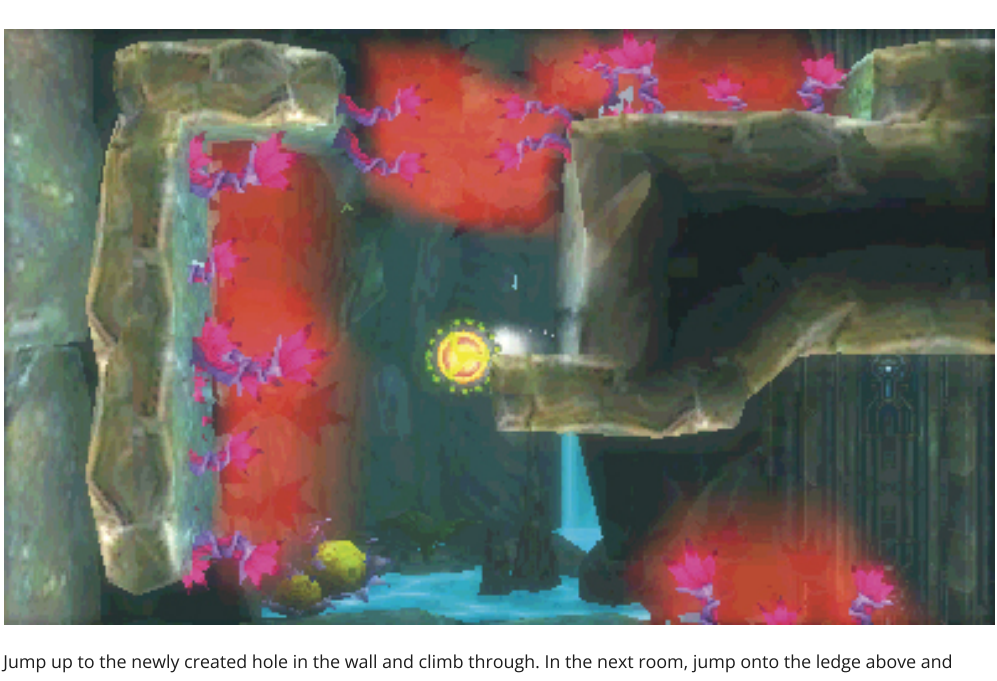
Keep a lookout for these little guys. Whenever you see this group of bugs in our zone maps, expect to confront any one of three swarm-type enemies: Parabies, Mumbos, or the Blob Swarm.



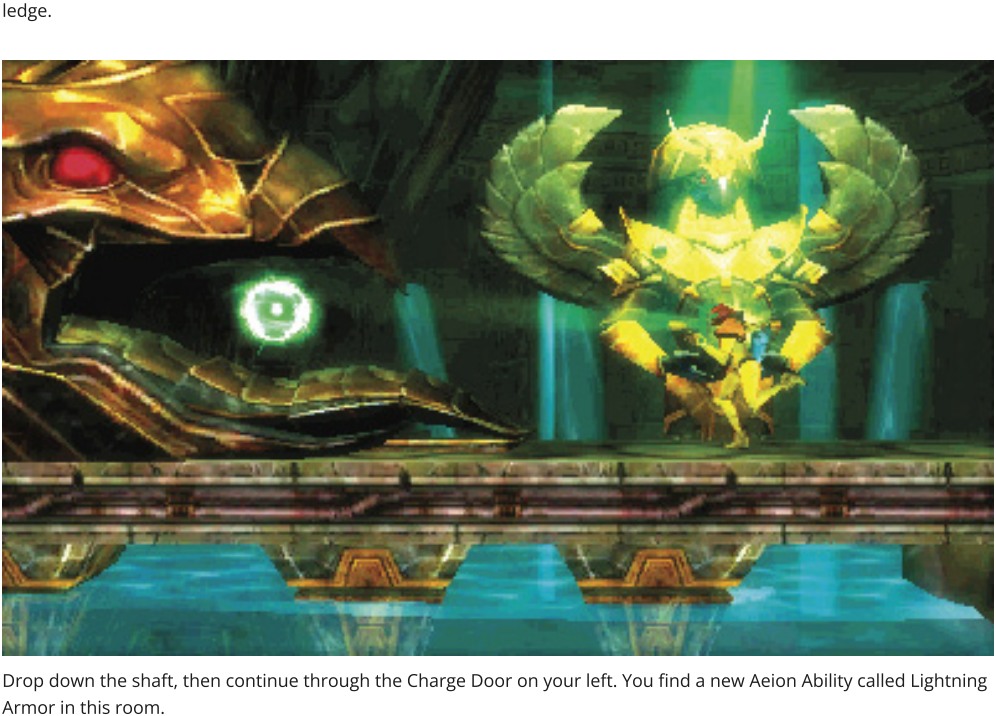
4 To escape the room, head to the left and shoot a missile at the lone Block near the top of the screen.







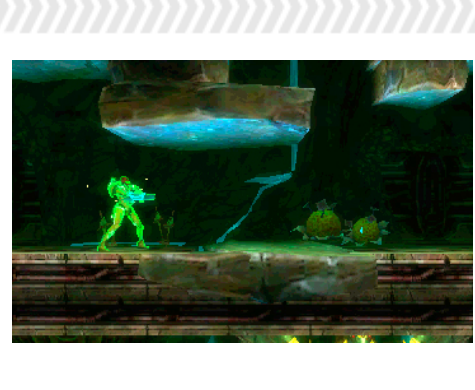
Jump up to the newly created hole in the wall and climb through. In the next room, jump onto the ledge above and Spider Ball from there over the red plants to avoid taking unnecessary damage, then do the same on the lower ledge.



Drop down the shaft, then continue through the Charge Door on your left. You find a new Aeion Ability called Lightning Armor in this room.

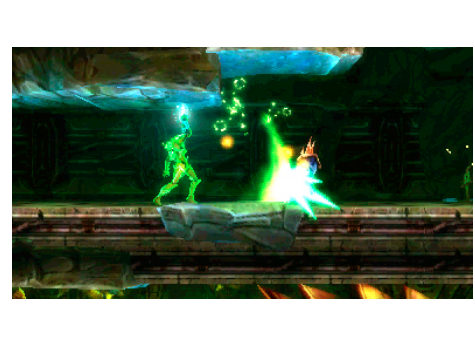
LIGHTNING ARMOR

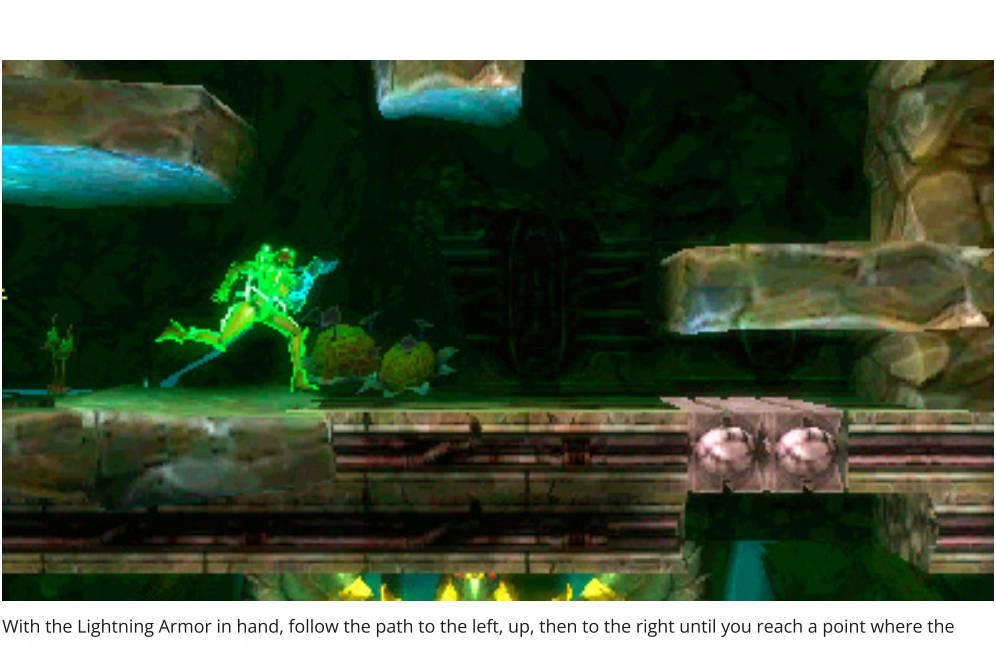
This handy ability allows you to don a shield that protects you from nearly all damage, so long as you have Aeion Energy. Any damage you would take depletes your Aeion Energy instead—though keep in mind it's not a one-to-one exchange of damage to energy. This ability keeps you from taking damage from enemies and the red plants.



You also get a dramatically increased melee attack range, which makes Melee Counters easier to pull off. Like taking damage, performing Melee Counters while the Lightning Armor is engaged drains your Aeion Energy bar, so use them wisely.

This armor can also be used against boss enemies to prevent damage from a handful of attacks. You can only avoid damage from three or four attacks at this stage, but that handful of attacks can mean the difference between success and defeat.





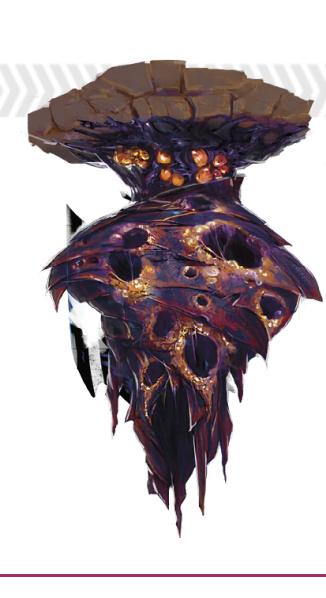
With the Lightning Armor in hand, follow the path to the left, up, then to the right until you reach a point where the path splits in two directions above you.

PARABY

These creatures always flock together and generally mind their own business. The biggest threat they pose is by obstructing your way. Touching them deals damage, but they never pursue you.

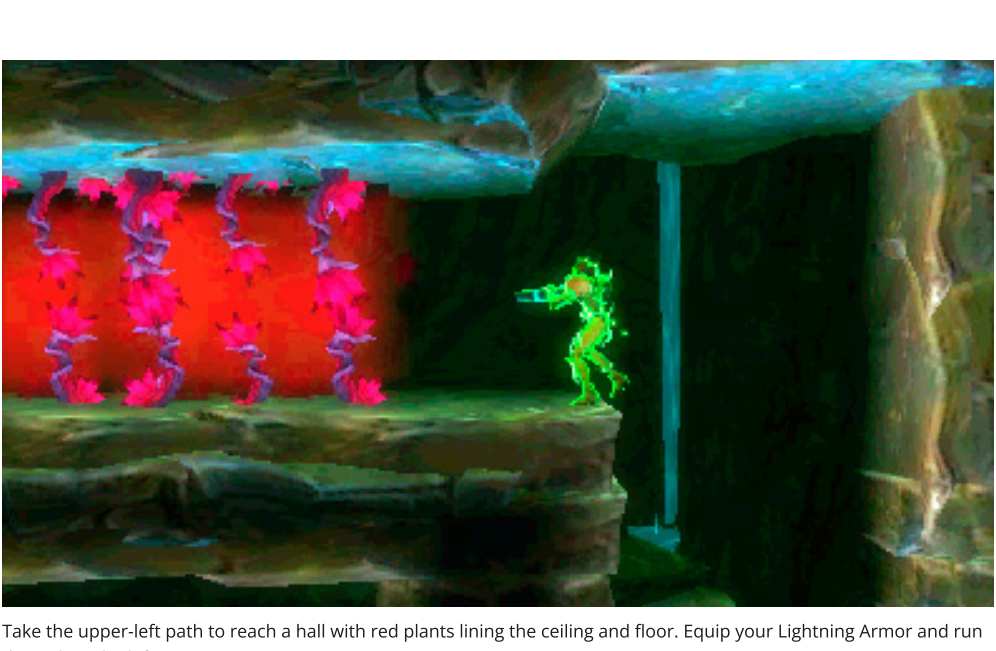
Their most useful and interesting quality is the amount of health, Aeion Energy, and ammunition they drop when defeated. Defeat them quickly by using a melee attack on them with the Lightning Armor active. You can plow through a swarm of these enemies in one or two melee attacks and come out with more Aeion Energy than you started with. These enemies offer a great way to refill your resources when Recharge Stations aren't available.

FLEECH SWARM

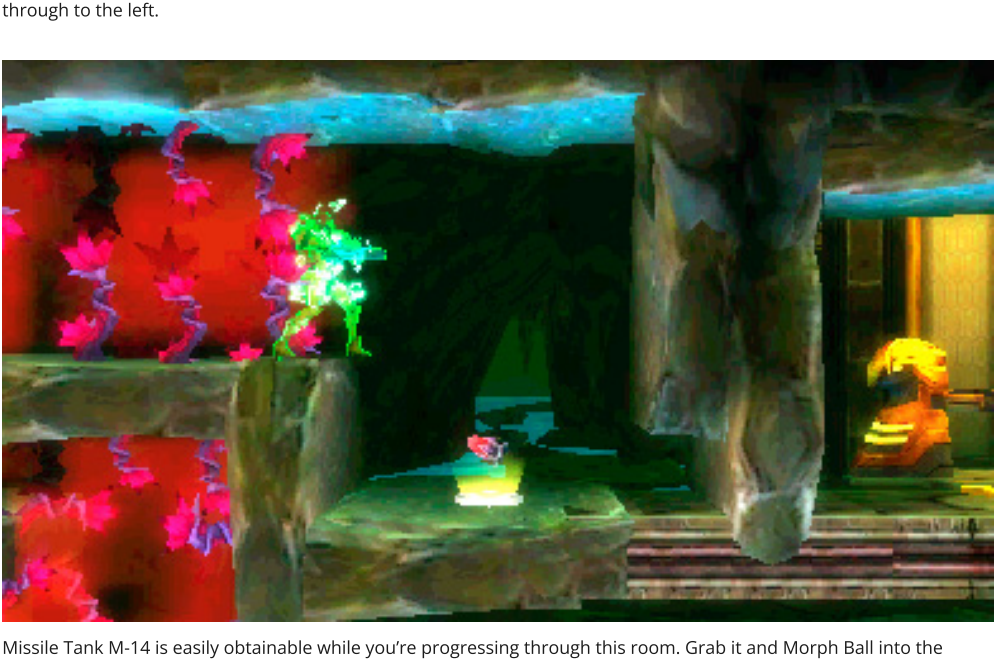


You don't run into Fleech Swarms very often, but when you do, move fast. The Fleech Swarm's mist latches on to your Power Suit and rapidly drains your health. The only way to dislodge it is by jumping into a pool of water. Thankfully there's always a pool not too far from a Fleech Swarm's location.

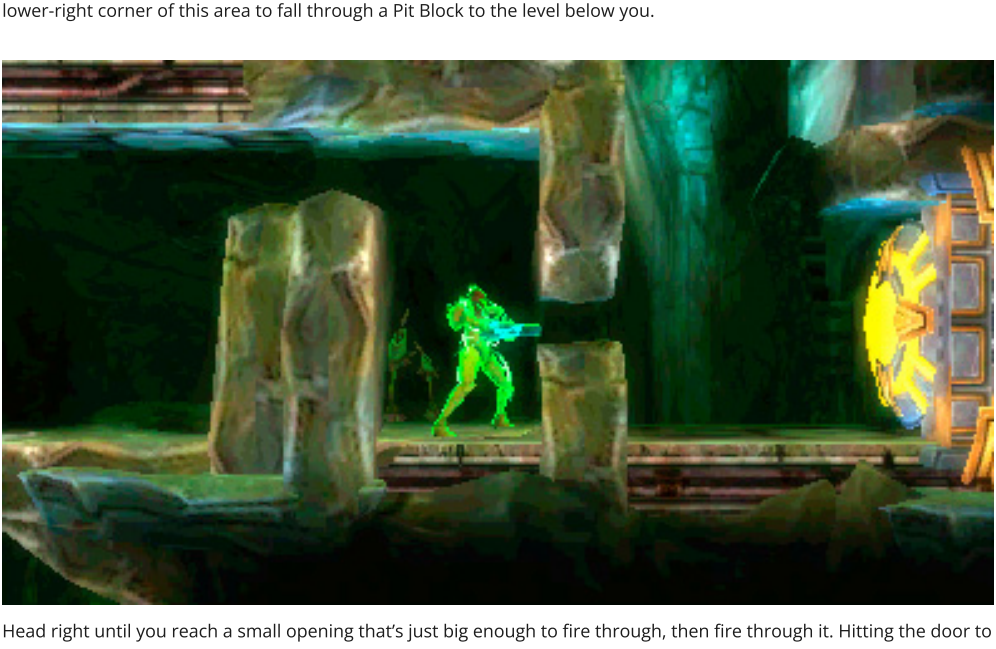
Whenever you see a Fleech Swarm, throw on your Lightning Armor and move quickly. The sooner you find water, the better.



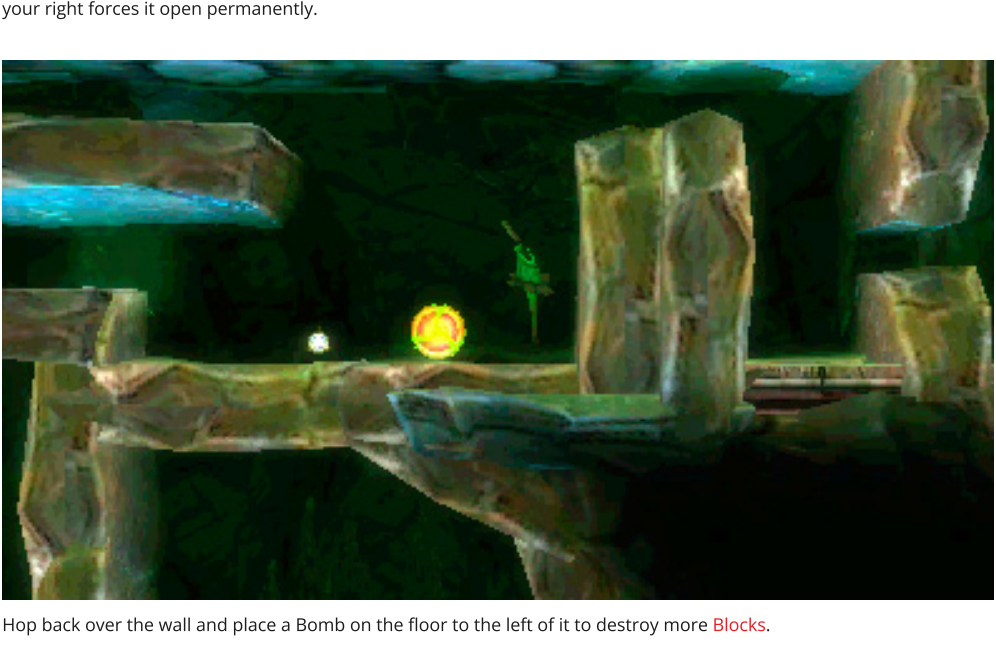
Take the upper-left path to reach a hall with red plants lining the ceiling and floor. Equip your Lightning Armor and run through to the left.



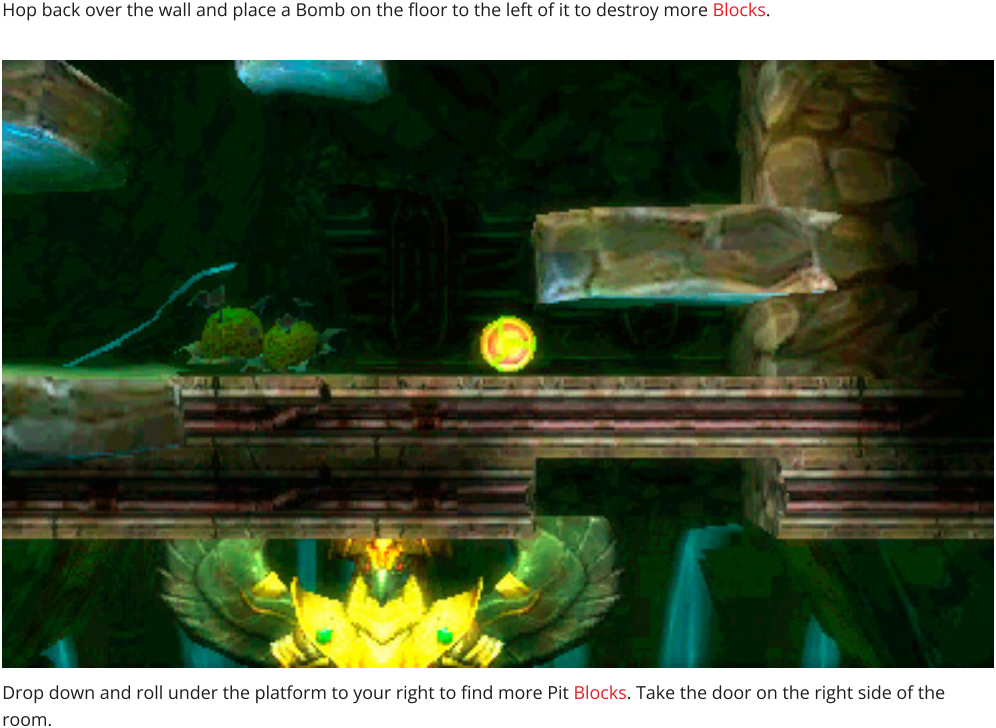
Missile Tank M-14 is easily obtainable while you're progressing through this room. Grab it and Morph Ball into the lower-right corner of this area to fall through a Pit Block to the level below you.



Head right until you reach a small opening that's just big enough to fire through, then fire through it. Hitting the door to your right forces it open permanently.



Hop back over the wall and place a Bomb on the floor to the left of it to destroy more Blocks.



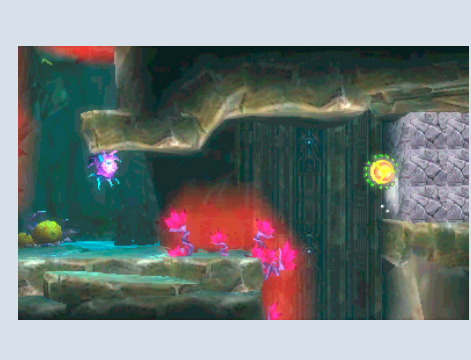
Drop down and roll under the platform to your right to find more Pit Blocks. Take the door on the right side of the room.

Spider Ball up the wall on the right and climb to the top of the room; use your Lightning Armor to avoid taking damage from the red plants along the way. Find the elevator through the now-open door at the top of the corridor. Head into the elevator; you're on your way to the next Metroid.

MISSILE TANK M-15

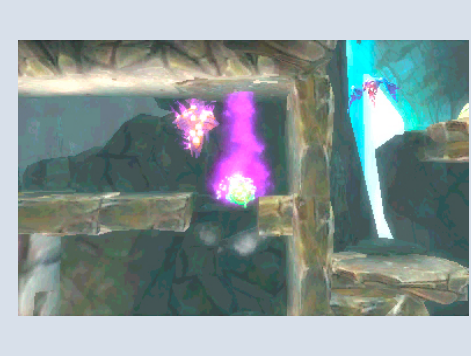
While Spider Balling up the wall in the corridor before the room where you obtained the Lightning Armor, place Bombs at the top of the wall.

Continue to the right, but stop when you see a beehive-like object swarming with purple mist.



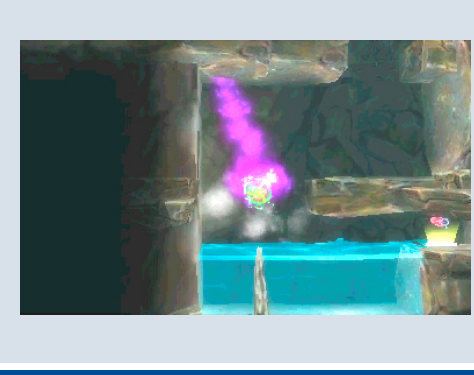
As soon as you approach the hive, the Fleech Swarm's mist latches on to you and deals continuous damage. This would be a problem if you'd visited earlier, but with the Lightning Armor in your possession, this part is a breeze.

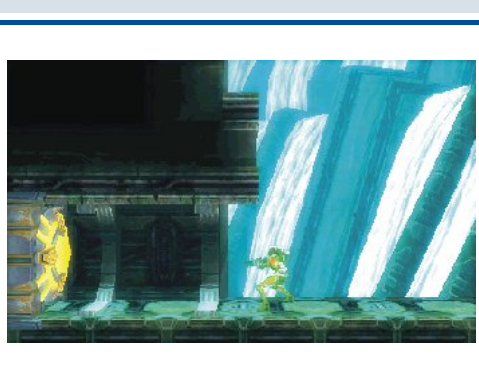
Turn your Lightning Armor on, then roll into the Morph Ball. Roll over near the right side of the room and bomb the Blocks just before the wall.



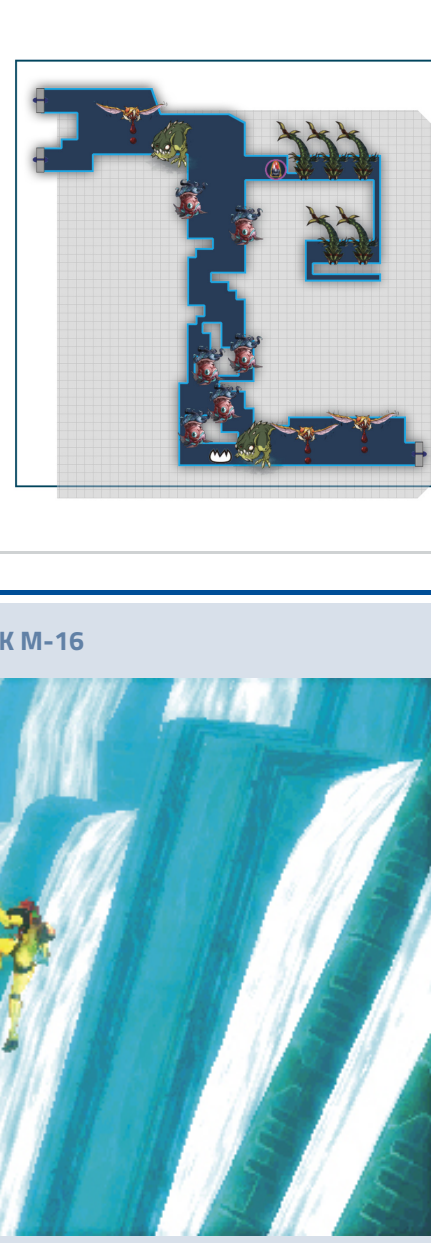
Fall down the hole and head to the left wall. Bomb the Blocks just in front of the left wall to create another hole. The Missile Tank is easily accessible from here.

Double back to the room you got the Lightning Armor from to continue following the Walkthrough.

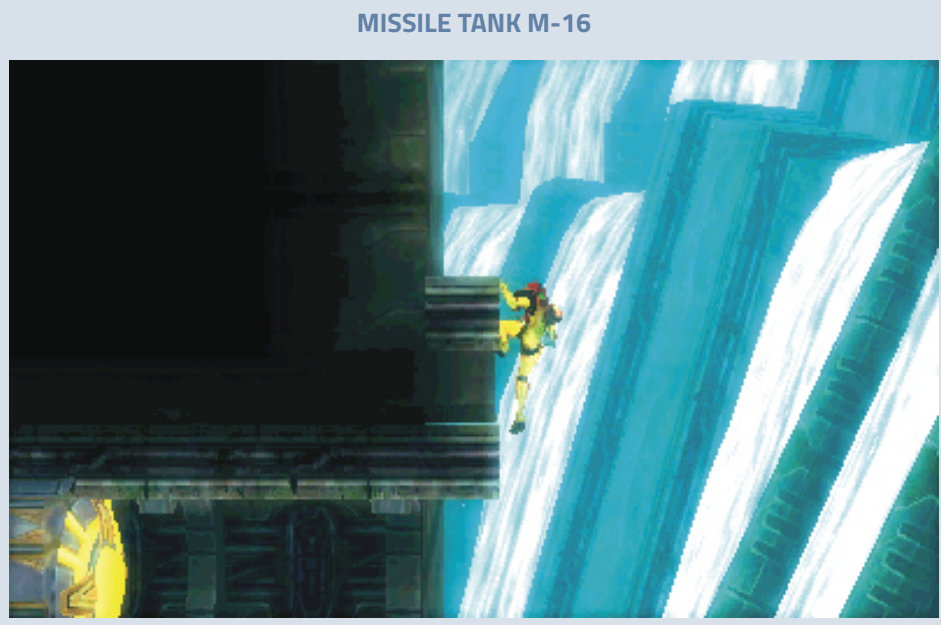


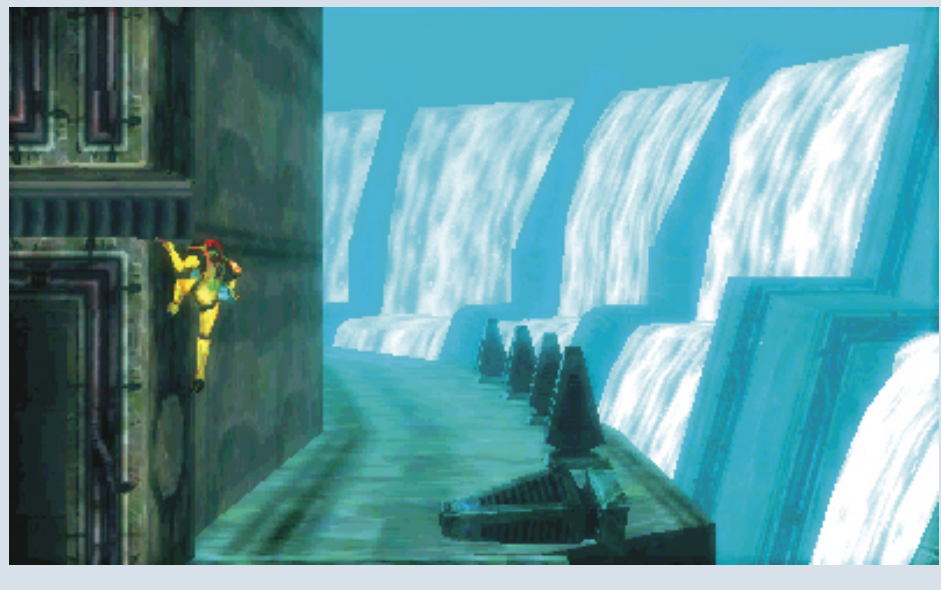


5 At the other end of the elevator's route, take the door on the left side of the room.



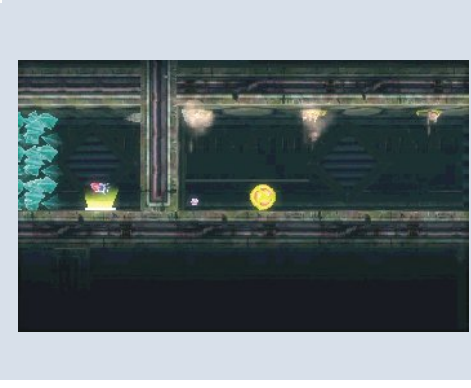
MISSILE TANK M-16

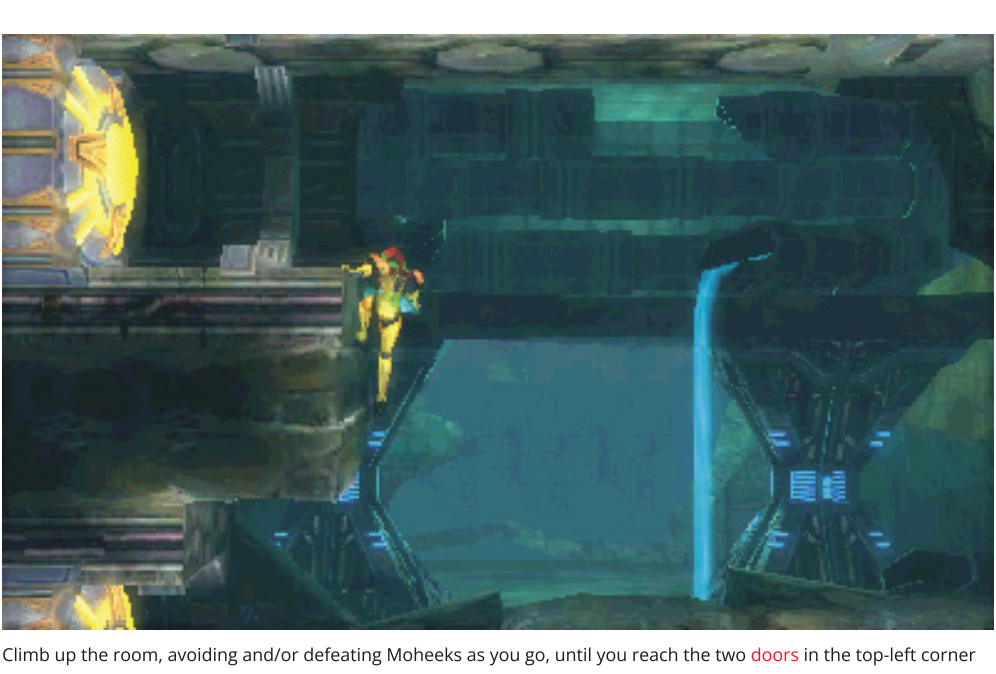




Before you go through the door at the beginning of 5, jump onto the ledge above the door and keep climbing until you find a Morph Ball passage to the left.

Spider Ball up the wall on the right as soon as you can reach it, then place a Bomb at the base of the left wall to reach Missile Tank M-16.



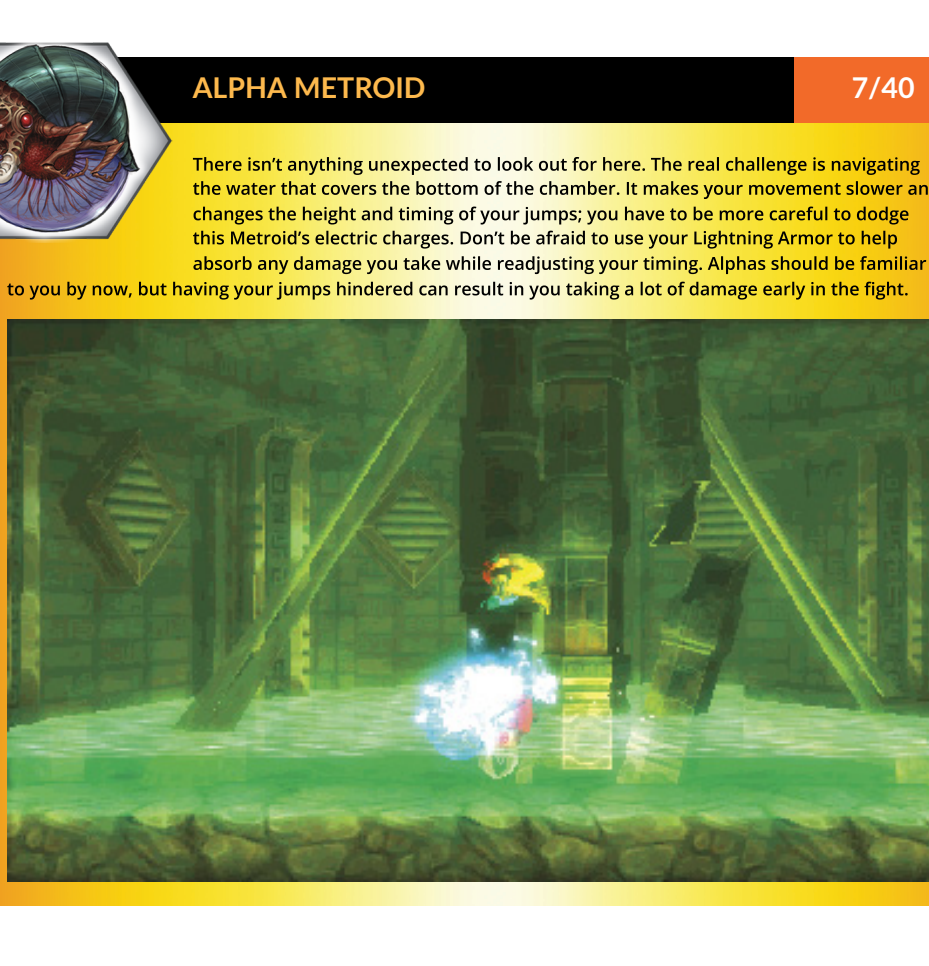


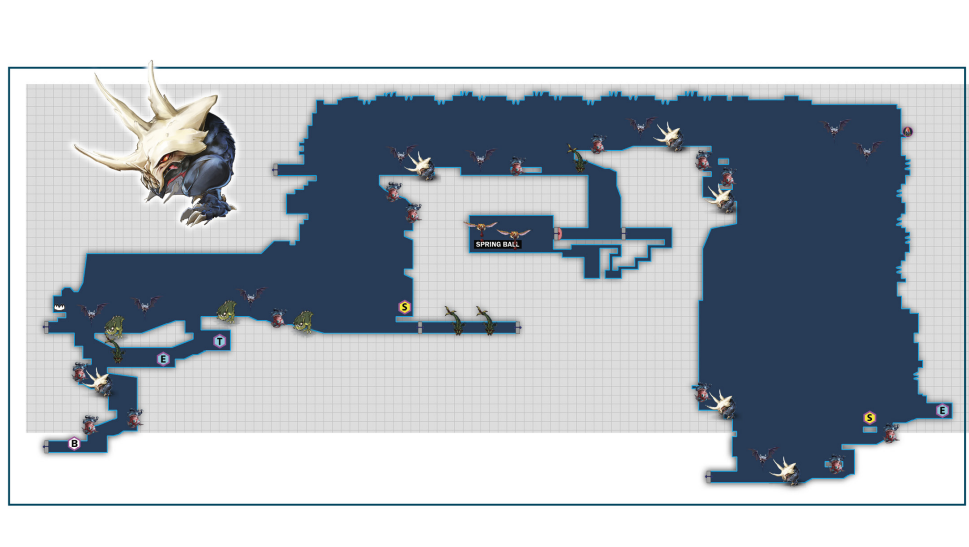
Climb up the room, avoiding and/or defeating Moheeks as you go, until you reach the two doors in the top-left corner of the room. Head through the top door to find the next Metroid.

ALPHA METROID

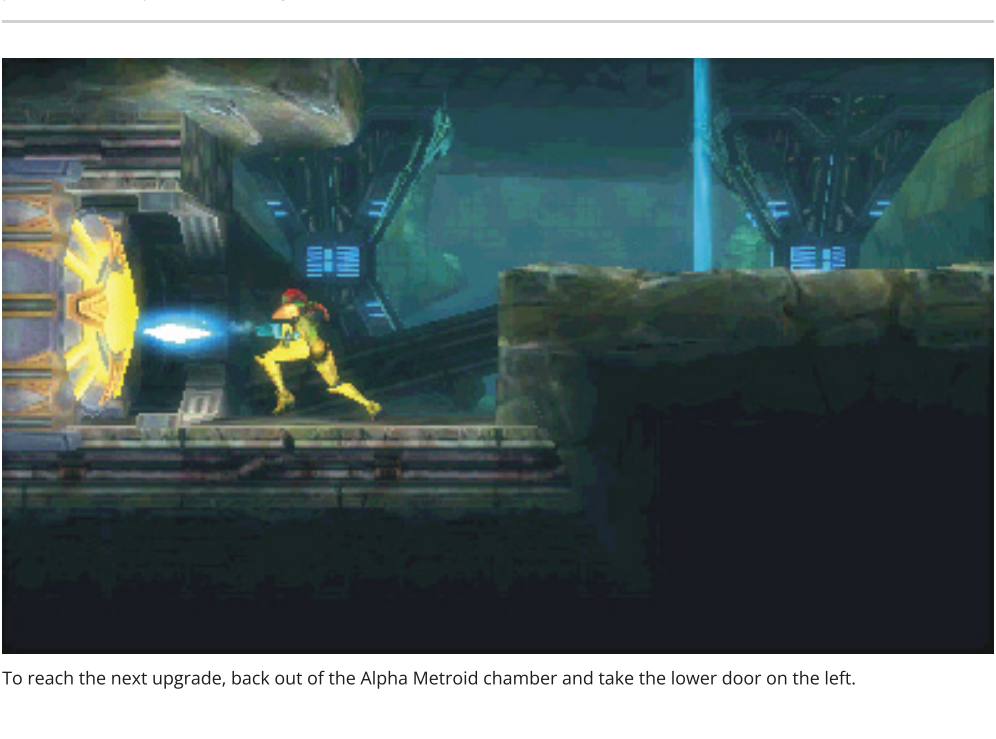
7/40

There isn't anything unexpected to look out for here. The real challenge is navigating the water that covers the bottom of the chamber. It makes your movement slower and changes the height and timing of your jumps; you have to be more careful to dodge this Metroid's electric charges. Don't be afraid to use your Lightning Armor to help absorb any damage you take while readjusting your timing. Alphas should be familiar to you by now, but having your jumps hindered can result in you taking a lot of damage early in the fight.

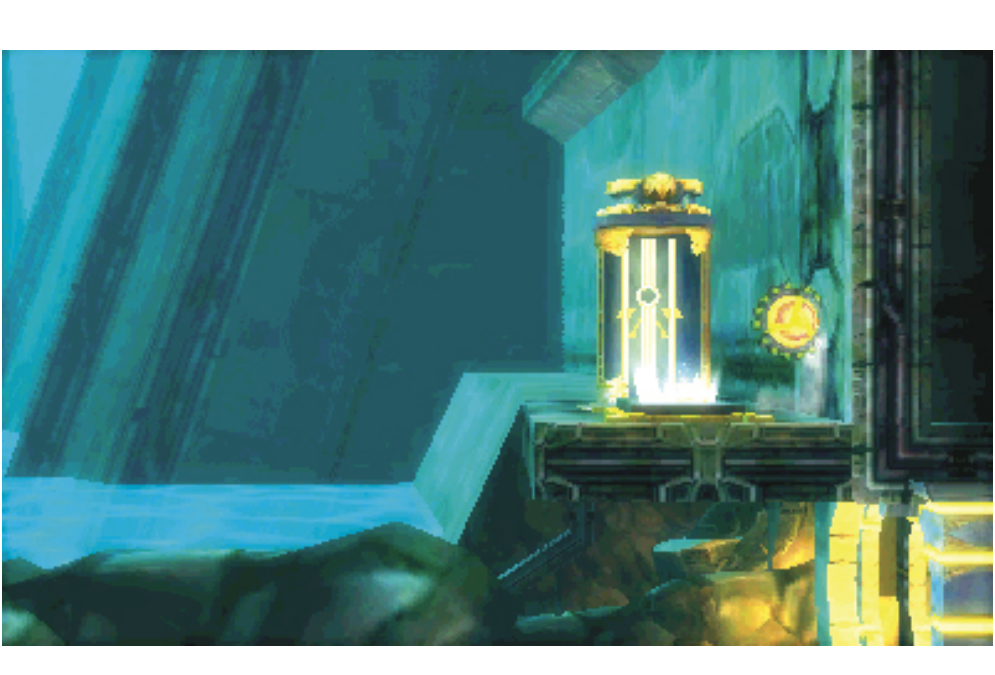


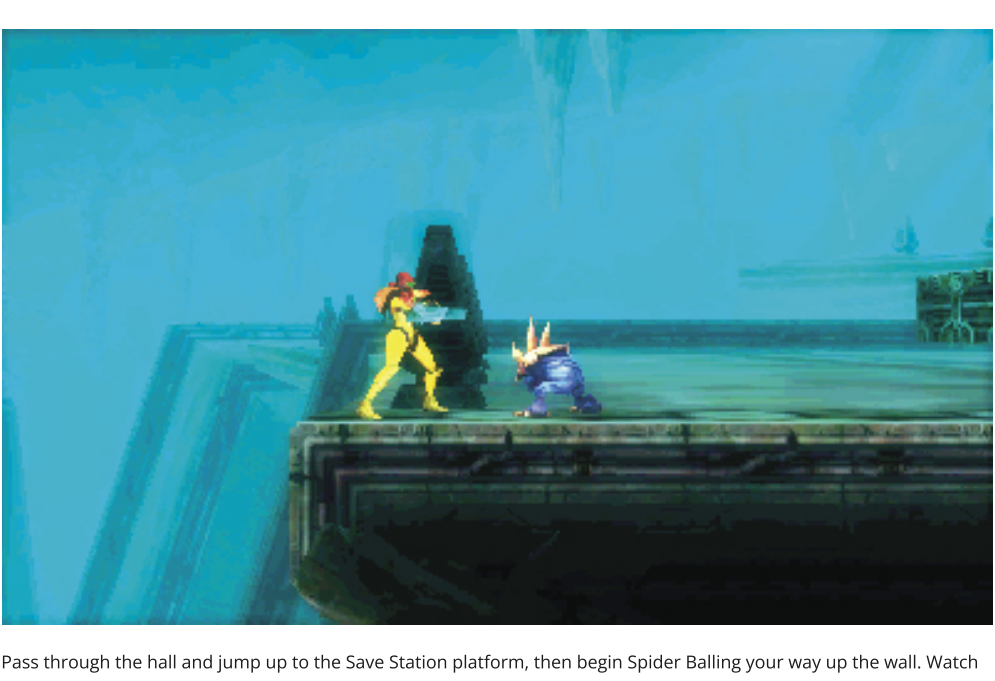


6 The goal for every floor is to get upgrades for your Power Suit first, then Metroids second. This isn't always possible, but keep it in mind as a guideline.

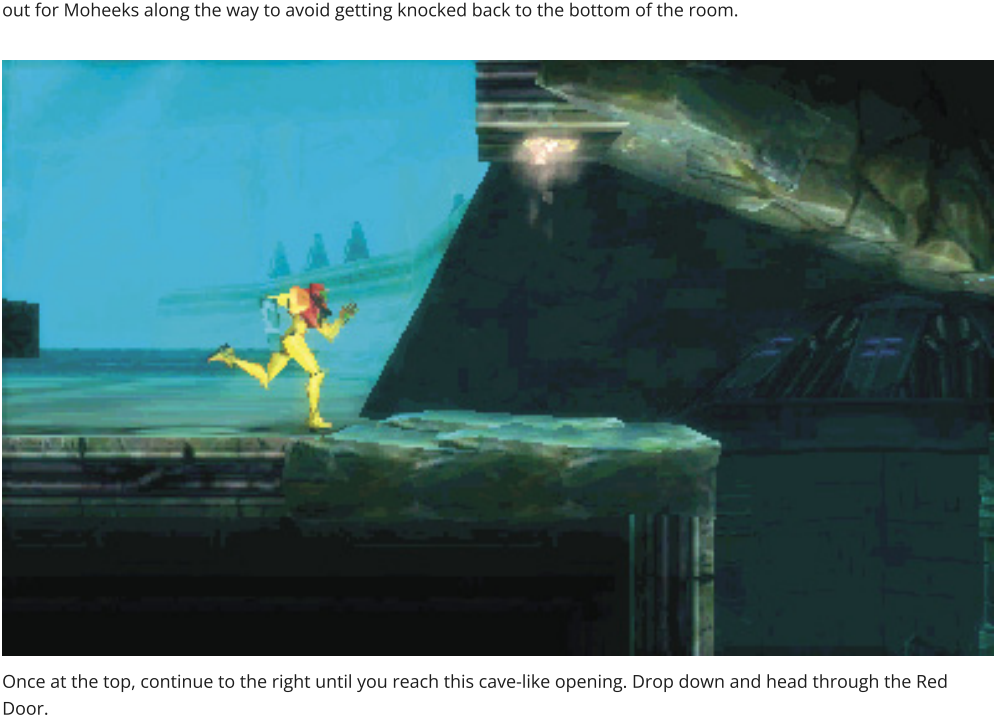


To reach the next upgrade, back out of the Alpha Metroid chamber and take the lower door on the left.

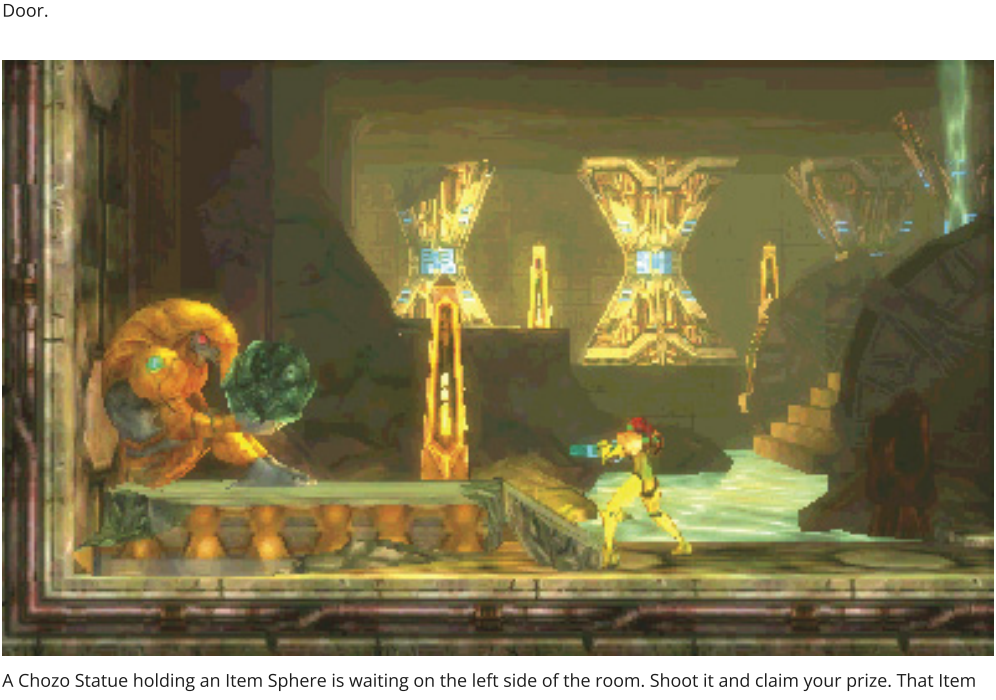




Pass through the hall and jump up to the Save Station platform, then begin Spider Balling your way up the wall. Watch out for Moheeks along the way to avoid getting knocked back to the bottom of the room.



Once at the top, continue to the right until you reach this cave-like opening. Drop down and head through the Red Door.



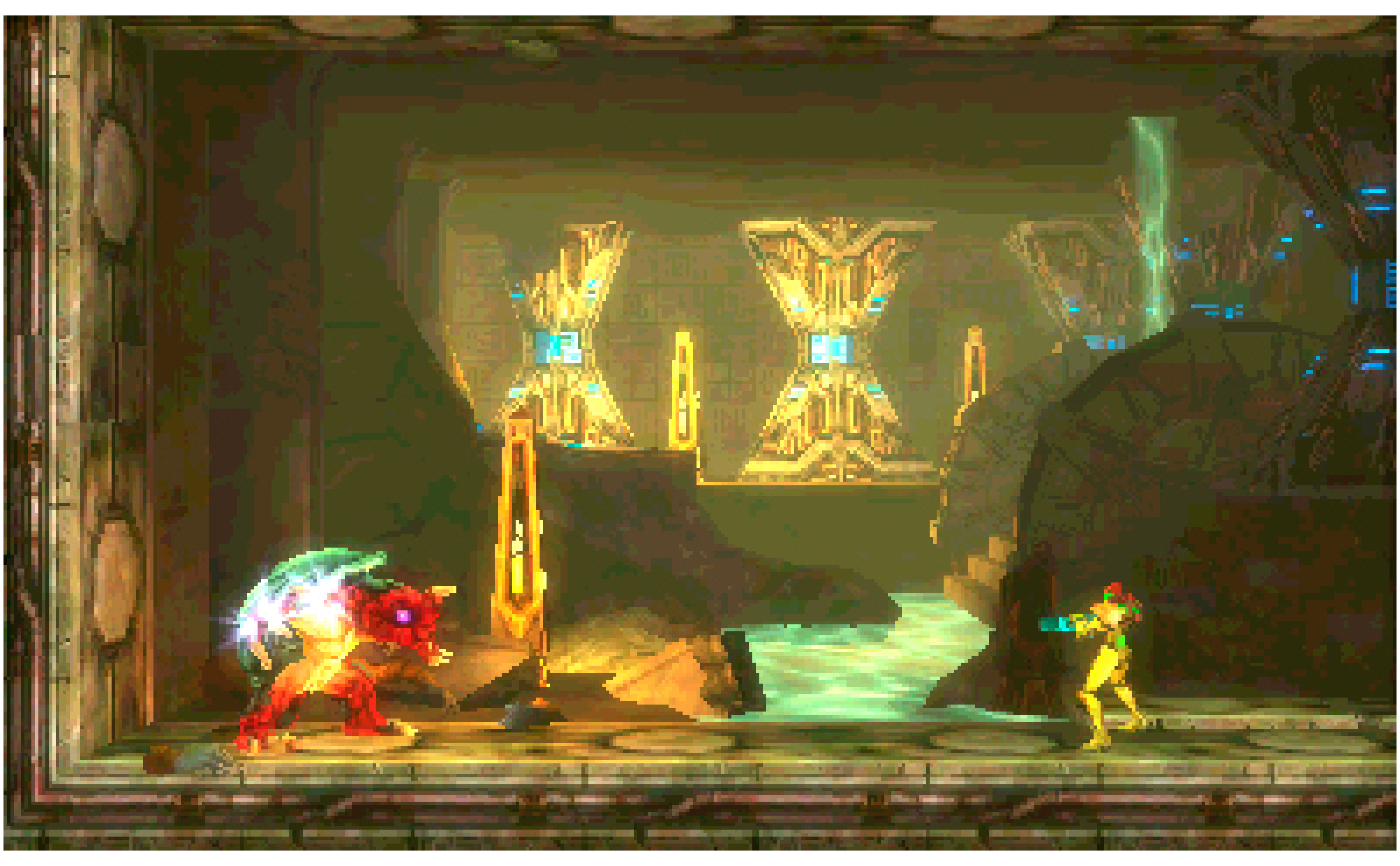
A Chozo Statue holding an Item Sphere is waiting on the left side of the room. Shoot it and claim your prize. That Item Sphere looks a little strange...

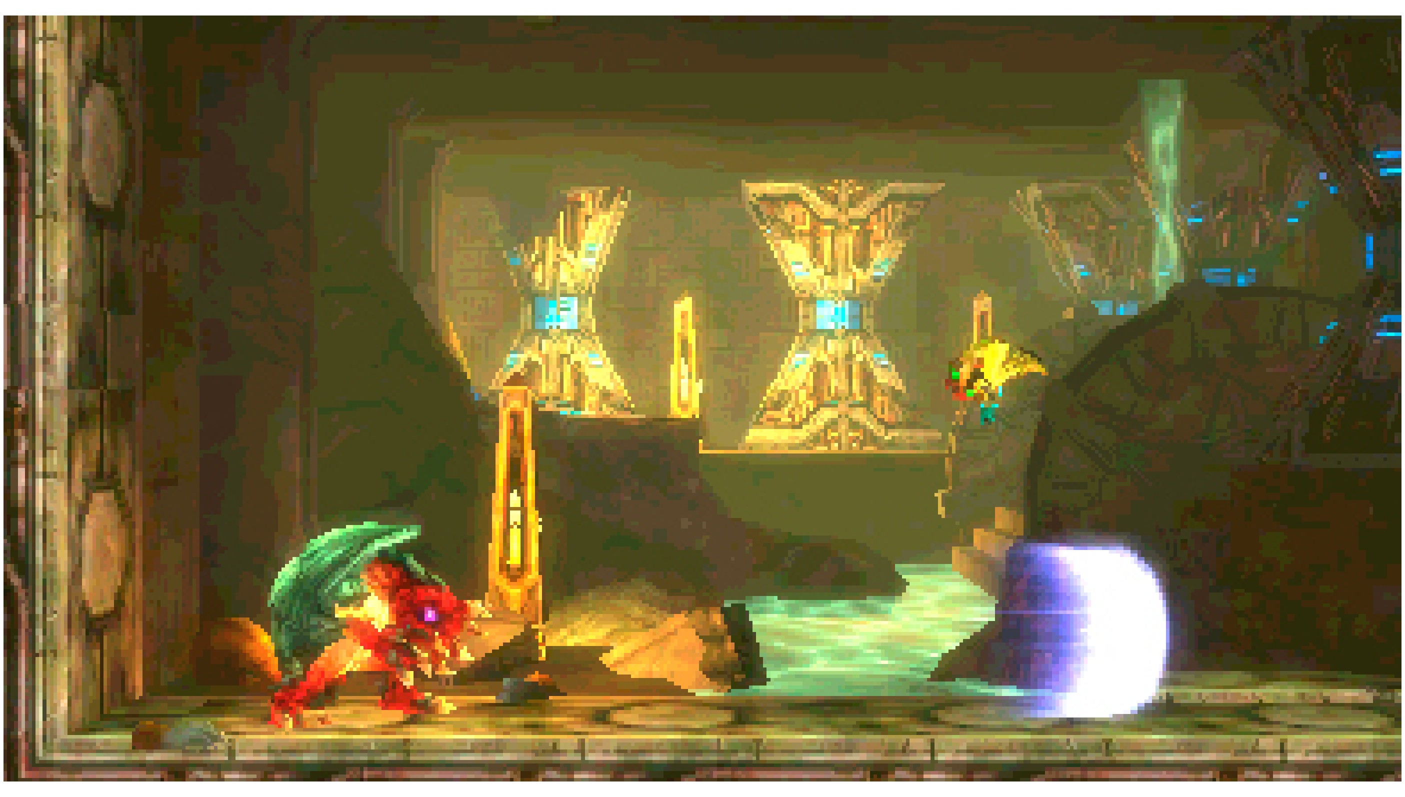
ARACHNUS

That wasn't an Item Sphere! That was the armadillo-like native of SR388, Arachnus! Disregarding the Metroids you've fought up to this point, this marks the game's first full-fledged boss battle, and it's quite the challenge.

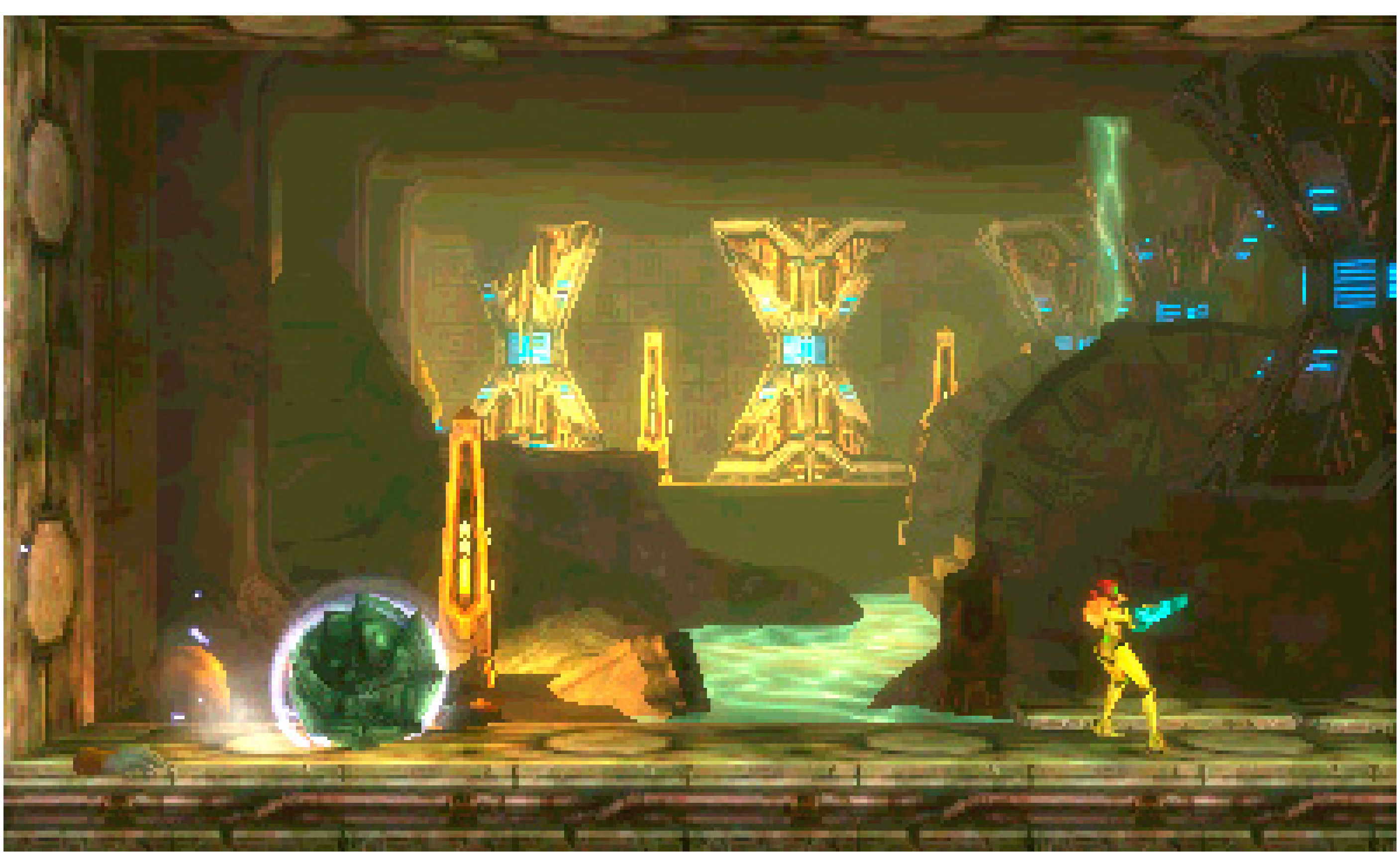
Arachnus can't be damaged if shot from behind or while it's rolled up into a ball; only shots to its red-and-yellow flesh have any hope of harming it. Missiles should be your go-to for this fight, so use them wisely. If you've followed our Walkthrough so far, you should have plenty of missiles to work with.

Use you Lightning Armor at the start. It doesn't last more than a few hits, but it gives you a bit of time to get accustomed to Arachnus' attack patterns.

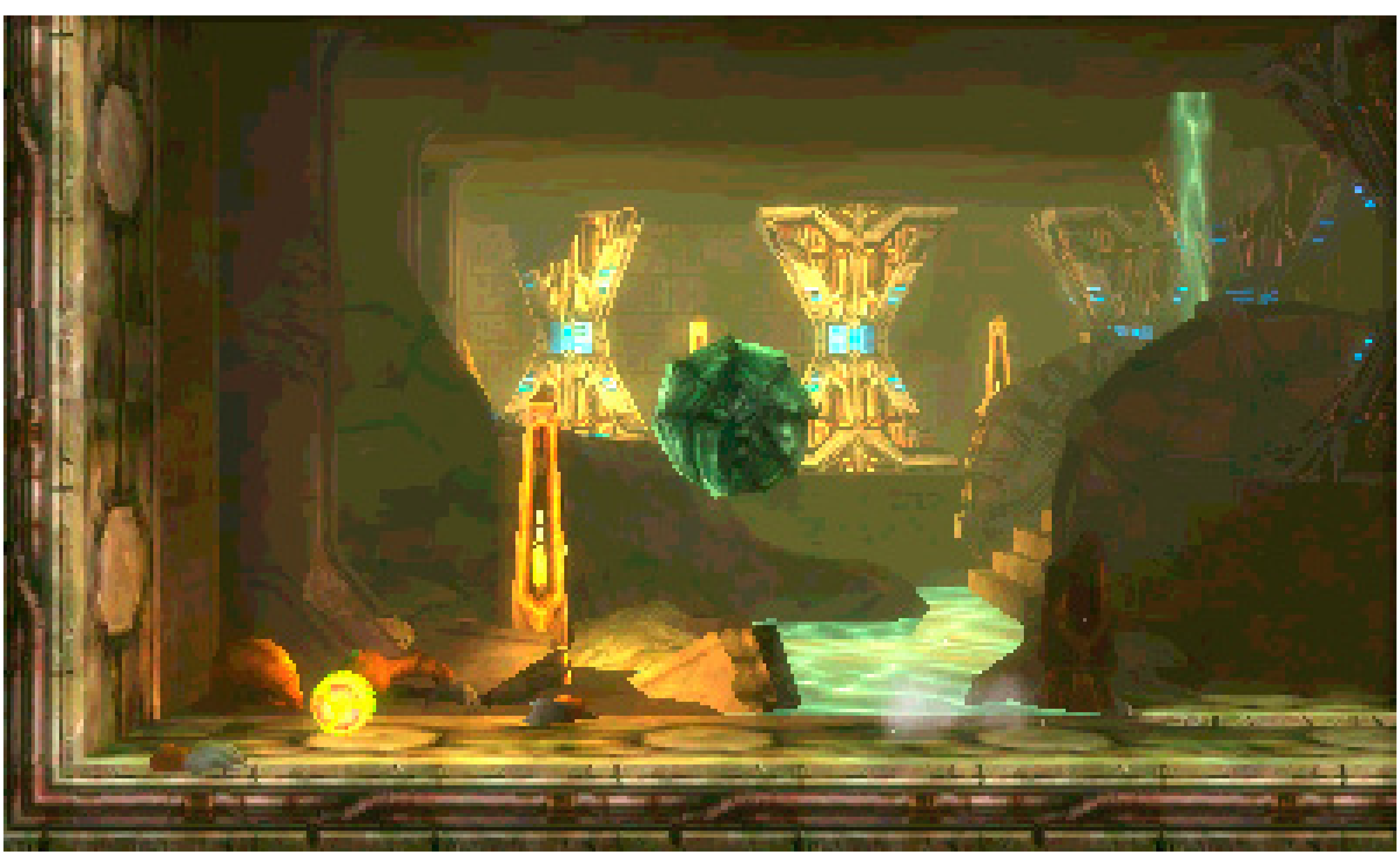




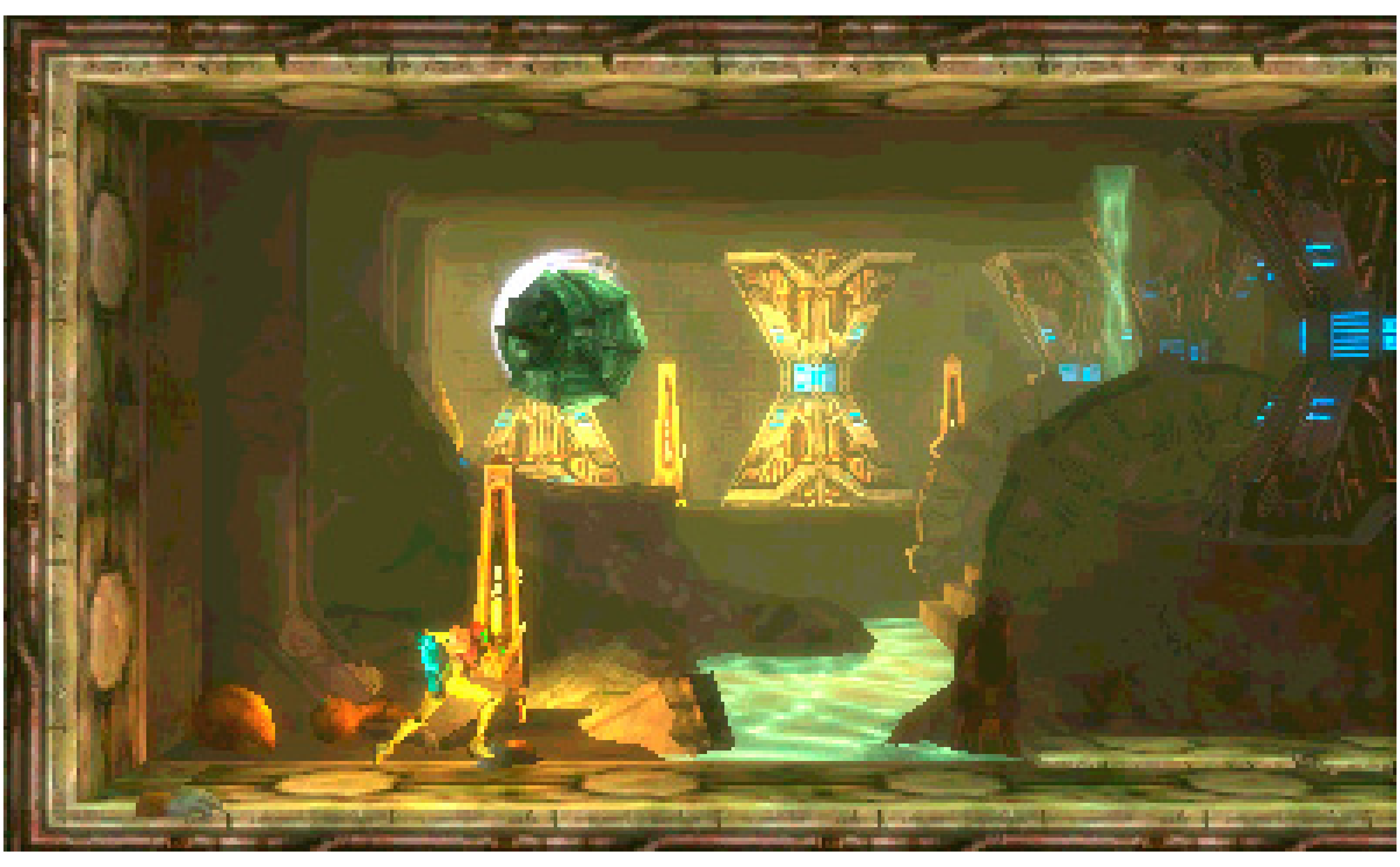
One of Arachnus' more common moves is its energy wave attack. Its hands begin to sparkle, then it throws out a wave about the same height as Samus. It often performs this attack up to three times, but it may throw fewer waves. The first wave is easy to dodge, but the subsequent waves are trickier. The flashing hands are emphasized on the first wave but largely absent on follow-ups, which can catch even the most self-respecting bounty hunter unaware. The timing between waves is always the same, so focus on getting a feel for it and jumping when your gut tells you the time is right.



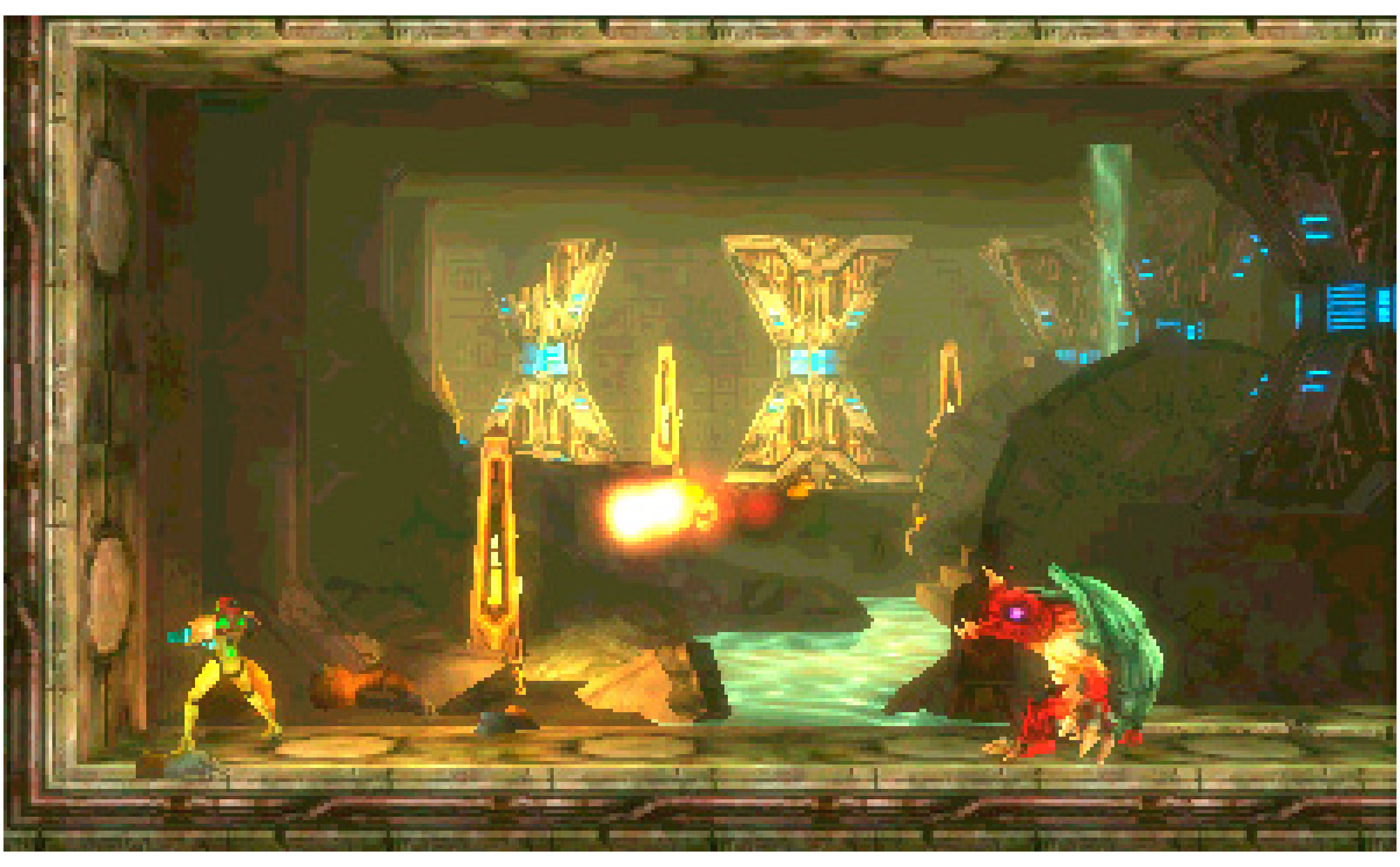
Arachnus rolls into a ball to perform a variety of attacks. The first is a speedy dash across the chamber. This attack is easy to dodge. Wait for it to spin up for a few seconds, then jump into the air as high as your Power Suit will carry you. You get enough hang time that even a slightly off jump puts you out of harm's way. Like the energy wave attack, Arachnus performs this attack three times in a row before stopping. Until it finishes spinning, you don't have an opportunity to damage it.



That's not where the ball-based attacks end. Arachnus also loves to roll into a ball and bounce around the chamber. Your best response here is to roll up into the Morph Ball and wait for Arachnus to approach you, then roll under when it jumps into the air. It continues to follow you around the chamber for several jumps, so race to the other side of the chamber and wait for it to approach, roll under, then repeat. Don't bother trying to wait this attack out by using the Spider Ball to climb the walls. Every time Arachnus hits the ground, you're shaken loose and dropped. As with the spinning attack, Arachnus is invulnerable while bouncing around the chamber.



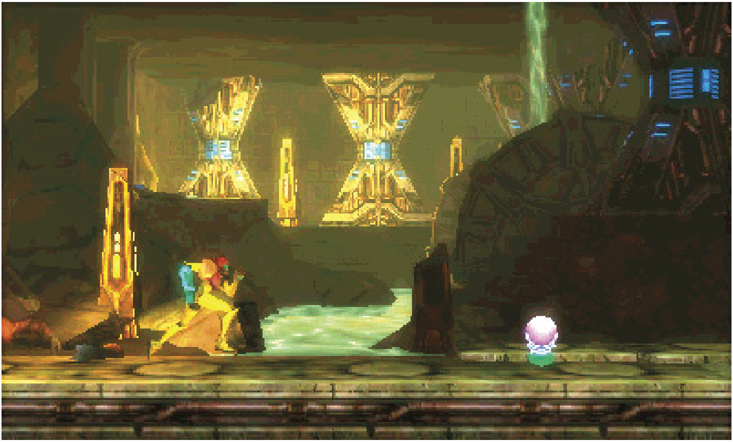
Its third and final ball attack involves Arachnus jumping into the air, pausing for a moment, then slamming down on the ground. This slam creates a shockwave that damages you if you're caught in it. It's an easy attack to dodge by running away from Arachnus and jumping when it slams to the ground. It only performs this attack once before transitioning into another attack, but you can't damage it until it finishes.



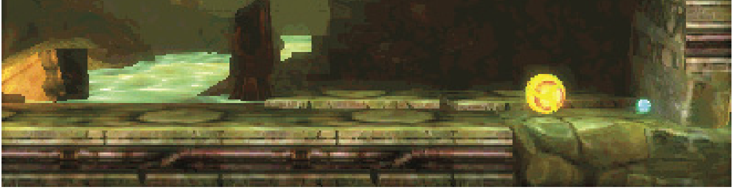
Arachnus occasionally launches fireballs from its mouth in an arcing pattern toward your current location. The ground ignites for a second wherever the fireball lands, so expect to jump away from the fireball, rather than above it. Arachnus shoots three fireballs every time it performs this attack. Dodging these can be tricky, but once you have it down, use the opportunity to shoot some missiles at Arachnus' unarmored regions.

Area 2

Area 2 : part II

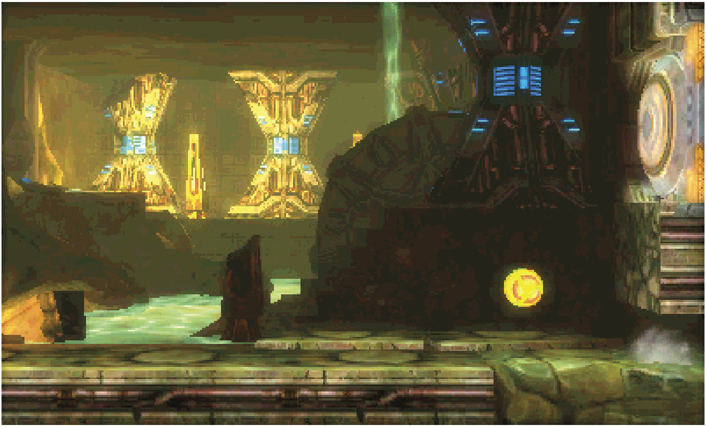


Once the fight is complete, Arachnus drops a new upgrade for your Power Suit: the Spring Ball.

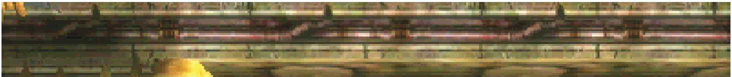


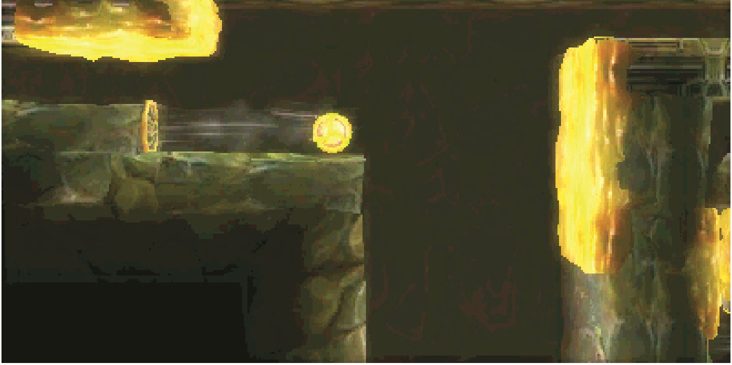
To escape the room, blow up the Block in the bottom-right corner of the room.

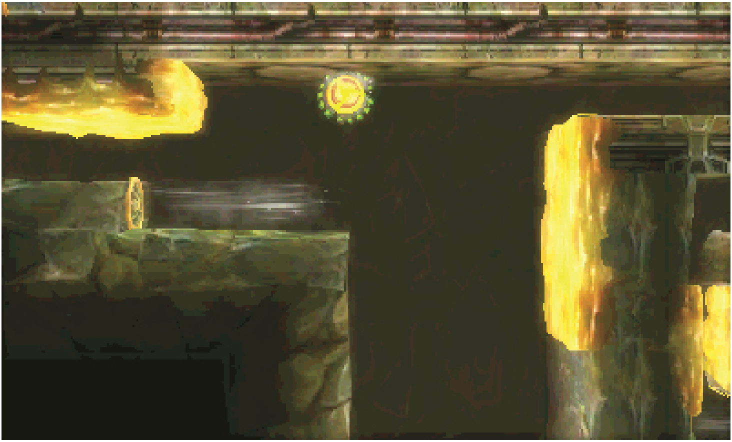
SPRING BALL



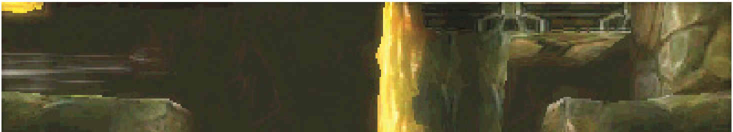
The Spring Ball allows you to jump into the air while in Morph Ball form. Press the Jump button while in Morph Ball form to activate it.

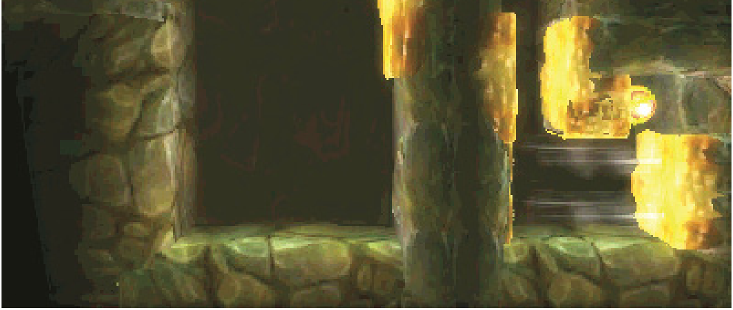






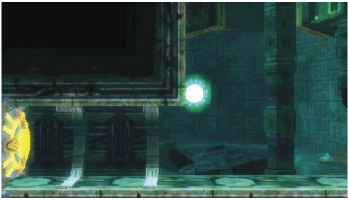
This next room provides an excellent place to practice with the Spring Ball. At the ledge in front of the fan, jump and activate the Spider Ball to stick to the ceiling. Avoid the yellow goop-covered terrain as you go; the Spider Ball can't stick to that slime, so rolling over it causes you to slip and fall back to the ground.

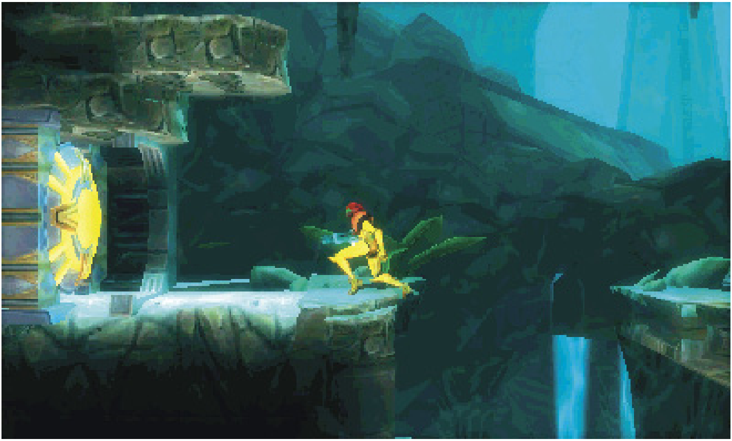


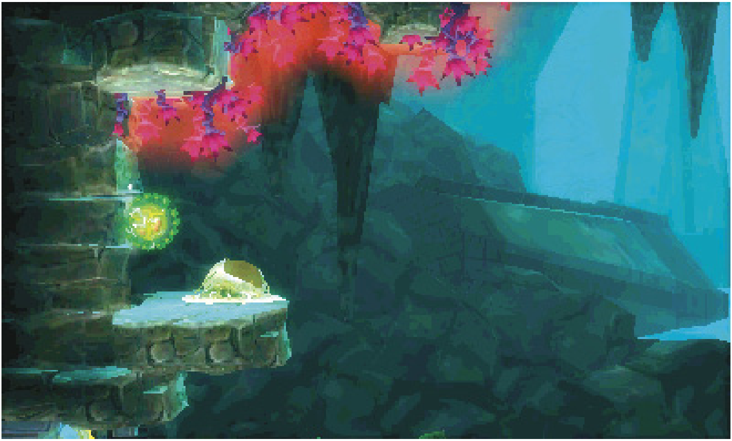


Roll to the right and zigzag your way down the Morph Ball tunnels. Roll up against the bottom-right corner, then jump and plant a Bomb next to the sole Block not covered by the yellow residue. Roll and jump your way up the next room and head through the door to reach the area just before Arachnus' room.

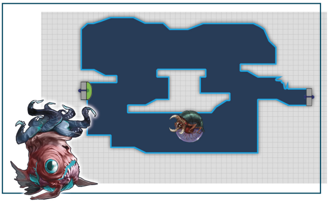
7 There are still a few Power Suit upgrades to collect in this area, but first, Spring Ball toward the left wall and Spider Ball your way up. Once at the top, proceed left until you run into the door on the far-left side of this massive room, but don't head through.

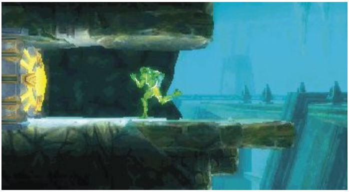






Instead, climb onto the ledge above it, turn on your Lightning Armor, and Spider Ball up the wall.



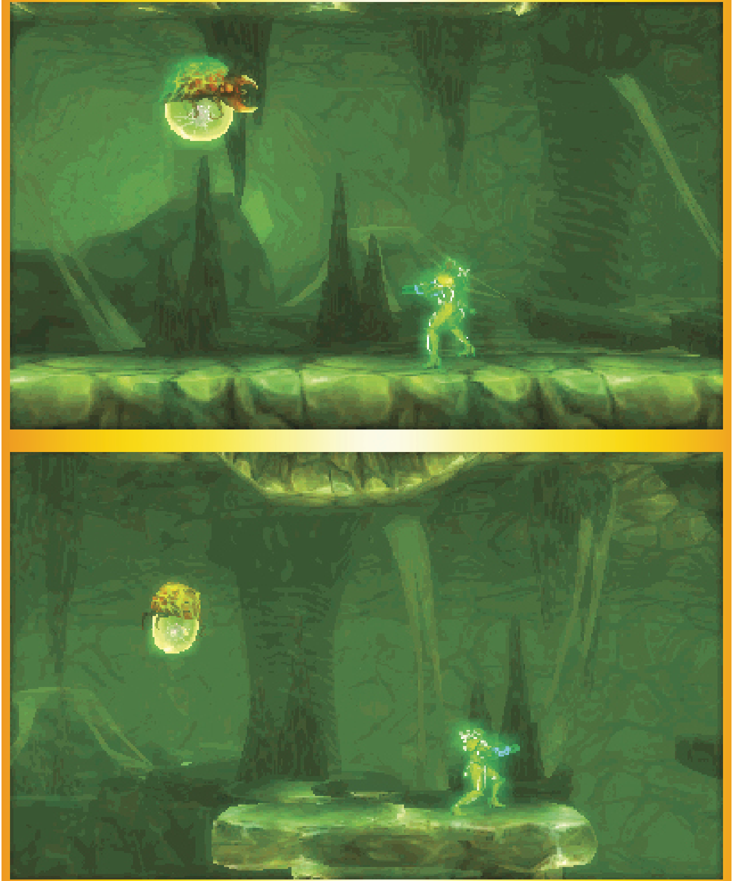


⑧ Follow the wall until you reach another door. Beyond the door is your next Metroid.

EVOLVED ALPHA METROID

8/40

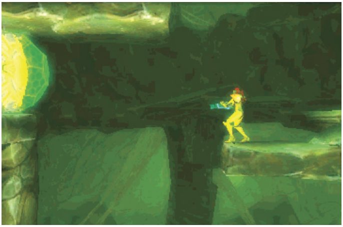
You face an Evolved Alpha in this chamber. Like several fights before it, this one features a twist. The fight is divided between the top and bottom portions of the chamber, with the fight starting on the bottom and working its way up. After you deal enough damage, the Metroid flees up to the top half.

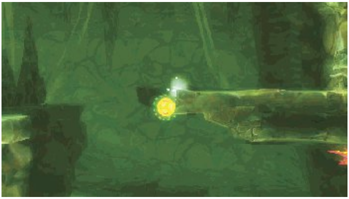


There isn't a lot of real estate on the top half of the chamber, so be extra careful when dodging attacks. Charging up an Ice Beam shot is particularly helpful in this fight to prevent the Metroid from executing its fire tackle attack.

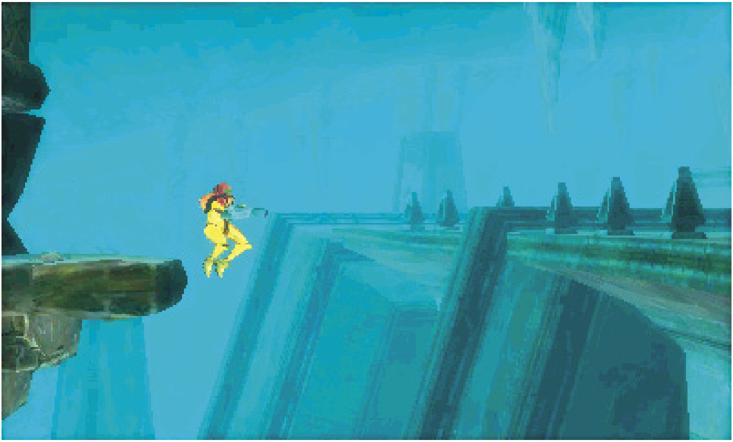
WHAT'S THAT GREEN DOME?

Notice the green-domed door on the left side of the chamber during this fight. Like the Red Doors, this door can't be opened except with a specific weapon. You revisit this chamber later, so don't worry about trying to open these doors for now.

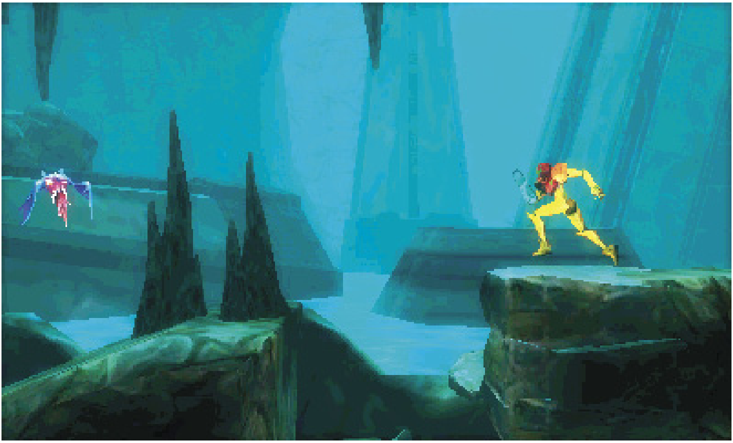




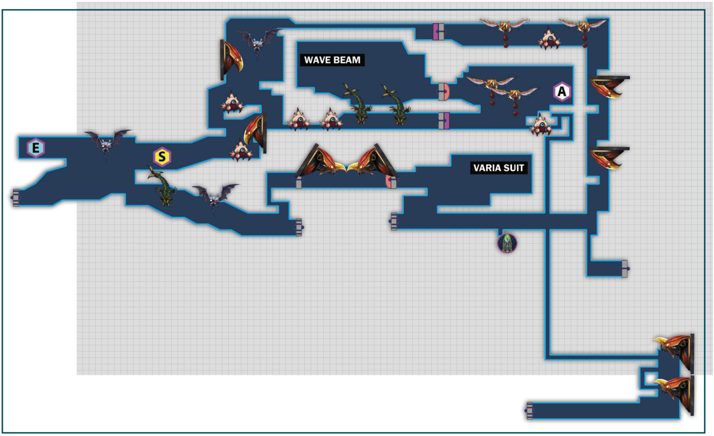
9 Now that you've taken care of that out-of-the-way Metroid, start making your way to another Power Suit upgrade. Head back out of the door on the right side of the room—approach the door from the platform in the top-right corner. From the platform, Spider Ball your way down.

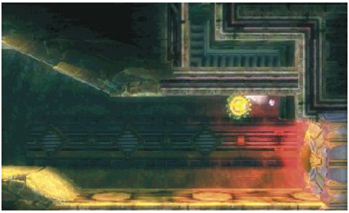


Once you're out, drop off the platform and head all the way back to the ground.

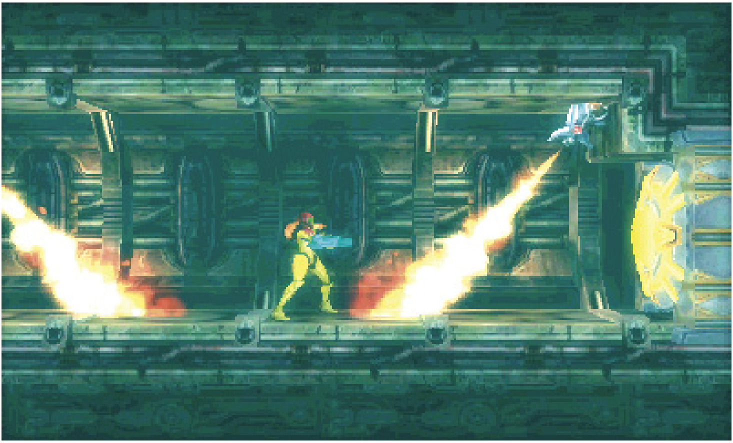


Turn left, drop down the first pit you see, and use the elevator on the pit's left side.



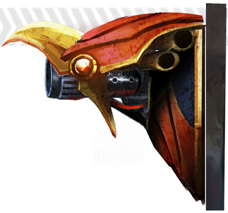


⑩ Get to the Charge Door in the bottom-right corner of the room, but don't go through. Instead, Spring and Spider Ball onto the ceiling and bomb the Blocks just above the door. Climb up the Morph Ball shaft and head through the door up there.



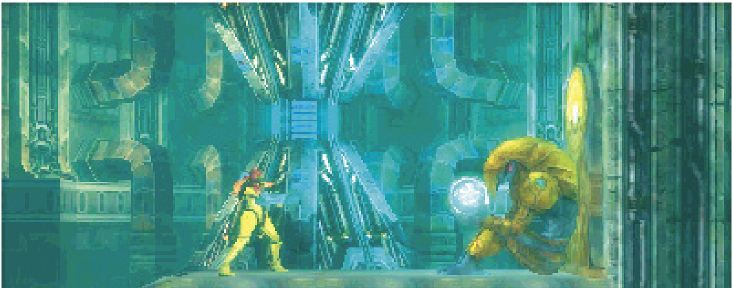
As soon as you enter the next room, rush to the center and stop. The room is guarded by two Black Wallfires, which begin breathing fire shortly after you enter. Wait for the fire to die down, then take the Red Door on the right side.

BLACK WALLFIRE

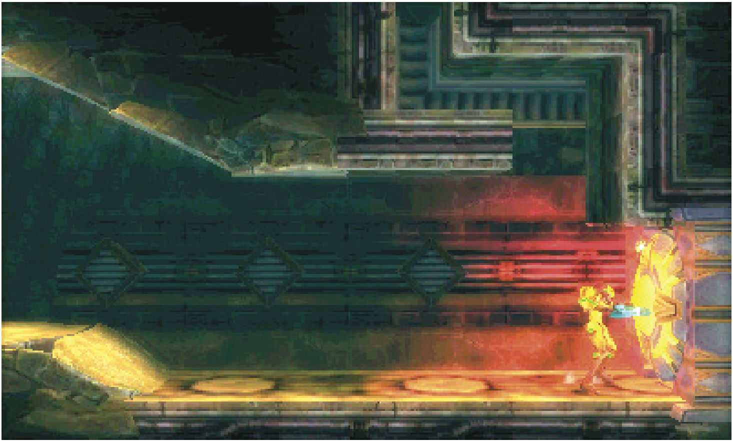


SR388 is littered with defense systems left behind by the Chozo that once inhabited this place. Unfortunately, some of them, like these Black Wallfires, are impossible to destroy with your current gear.

Wallfires come in several varieties. This type breathes fire for a few seconds, stops, then resumes. There's not much you can do to them except wait, but there's also not much you need to do, given their simplistic attack patterns. Once the breath is clear, move forward.



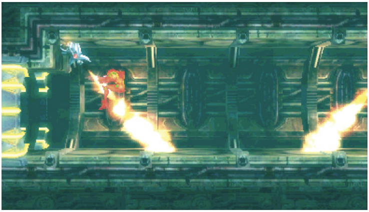
You find a new Power Suit upgrade in the next room: a staple of the Metroid series known as the Varia Suit. It allows you to traverse the hot areas on SR388 without taking damage, but you still need to take care around lava; the Varia Suit doesn't do much if you fall in.

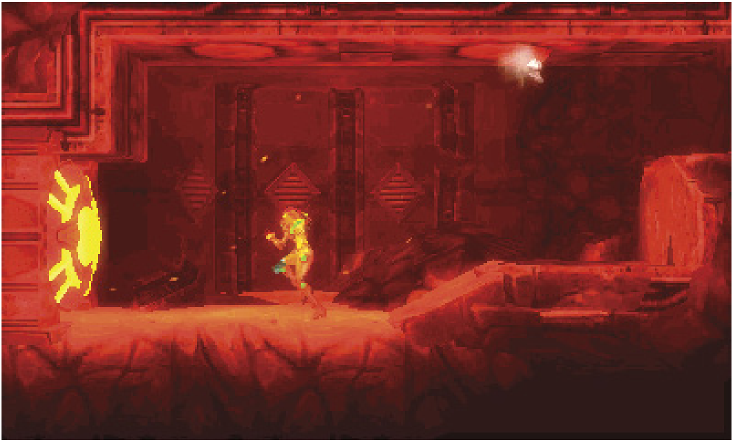


The Charge Door at the bottom-right corner of the room leads to a dead end (for now), so return through the Wallfire hall and down to the Charge Door below the Morph Ball shaft.

VARIA SUIT LIMITATIONS

The Varia Suit may protect you from the extreme temperatures of the red zones, but lava and Wallfires are still going hurt, so take care when approaching other fiery obstacles.

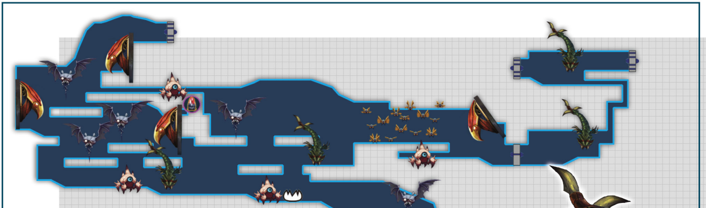


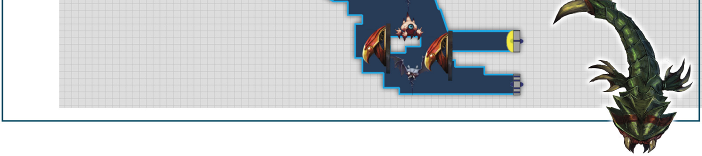


Head through the Charge Door and down to the door in the bottom-left corner of the room.

FLAME WALLFIRE

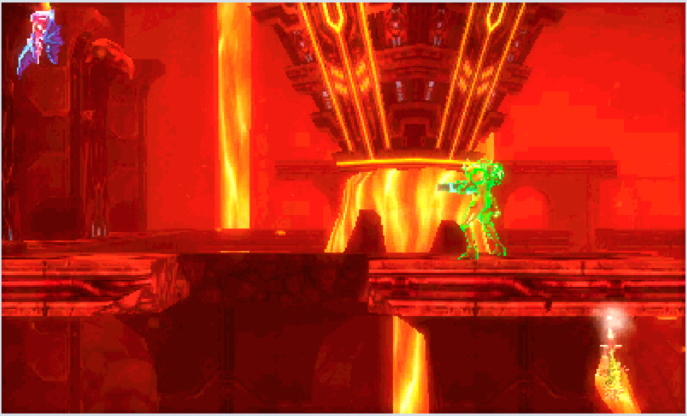
Unlike the Black Wallfires you encountered earlier, these can be destroyed with your current suite of weaponry. Six missiles destroy these things.

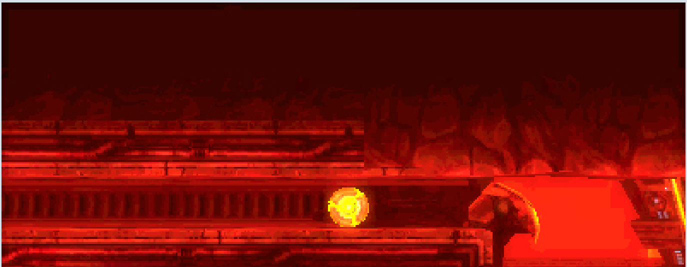


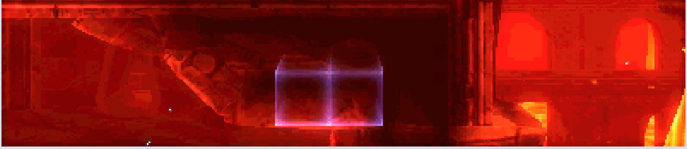


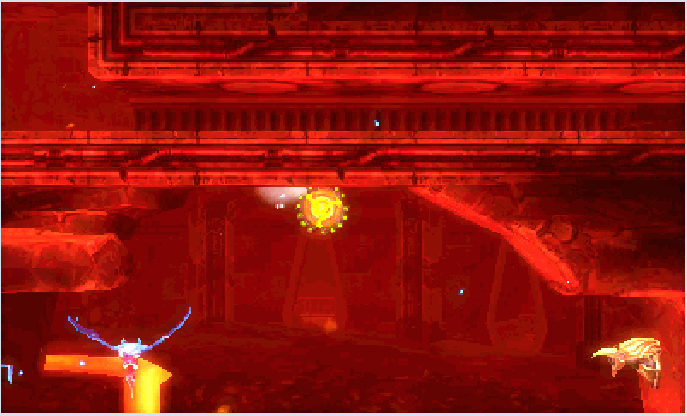
⑪ Head left, drop to the bottom of the room, then continue to the door in the bottom-right corner. You find the next Metroid beyond the door.

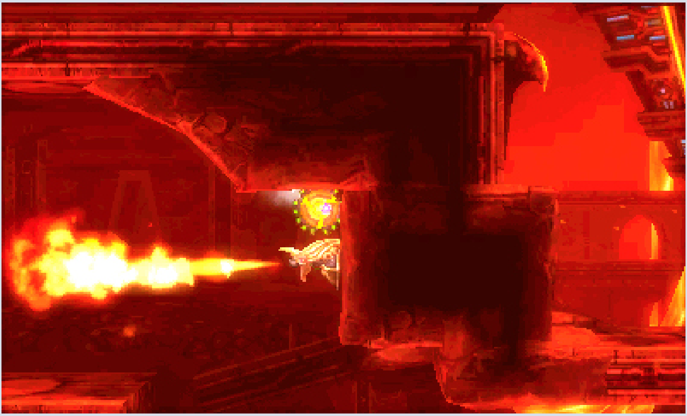
MISSILE TANK M-17











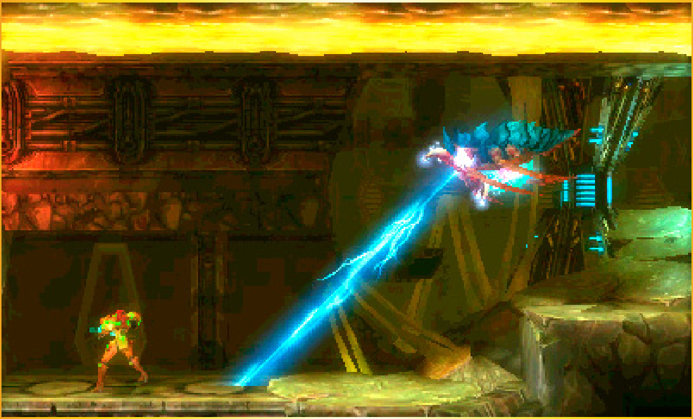
Before dropping to the lower areas of this room, continue to the left, jumping across the platforms along the way.

Climb into the Morph Ball tunnel, then Spider Ball around it until you're above the Flame Wallfire. Place a Bomb and roll back a little way to avoid being blasted off the wall. The Missile Tank appears just above the Chozo Statue.

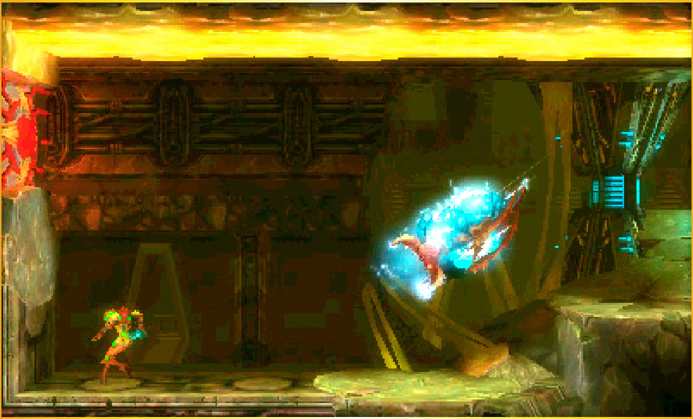
GAMMA METROID

The transition from the common Metroid larva to the Alpha Metroid isn't the end of the species' evolutionary cycle. This chamber reveals an Alpha's husk lying on the ground in much the same way you see larval husks scattered about the areas. It doesn't take long before the much bigger and more dangerous Gamma Metroid makes its debut.

This fight is significantly harder than the Alpha fights. There are a lot more attacks to dodge, and getting hit by nearly any of them takes huge chunks of health. Don't be too hard on yourself if you die a few times over the course of this fight.

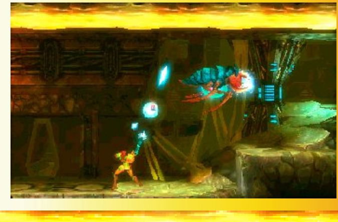


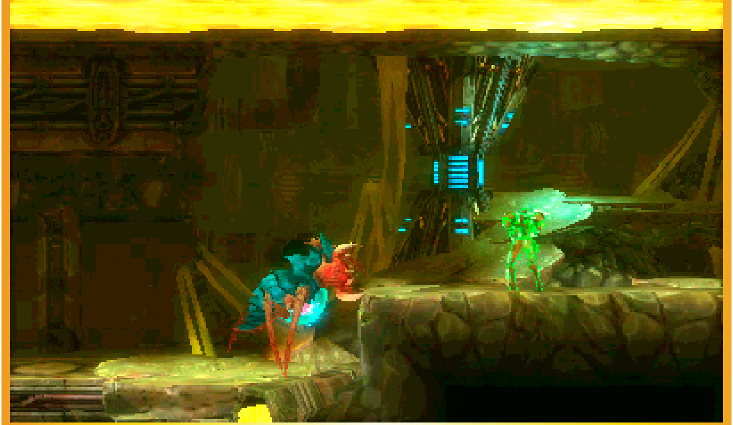
The rules for defeating a Gamma are the same as for an Alpha: hit it in its core with missiles and Ice Beam shots. Gammas make this trickier, since most of a Gamma's moves prevent it from taking damage until the move is completed.

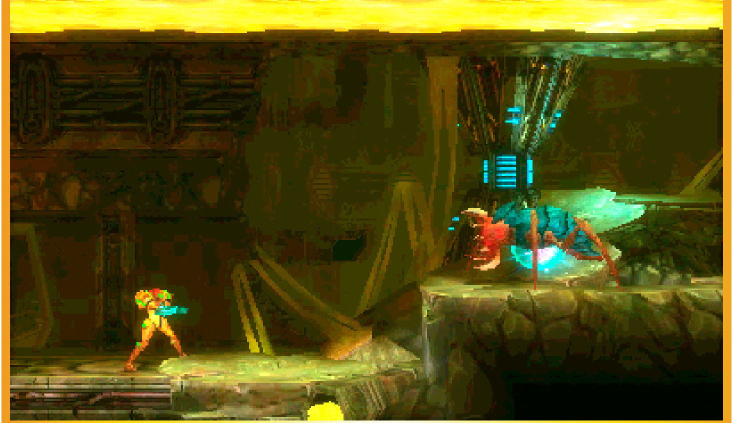


As the fight starts, immediately jump back to the left. This Gamma always begins the fight by shooting an electric beam down at you. It doesn't only perform this attack at the start, so be ready to move if the Gamma stops midair while you're at a diagonal angle from it.

Like Alphas, Gammas surround themselves in electricity and perform a tackle attack, and like its Alpha counterpart, the Gamma can perform this attack up to three times in a row. This particular Gamma can't pull off more than a single tackle, given the small size of the chamber. When it charges, it smashes into the wall, which ends its round of attacks prematurely.





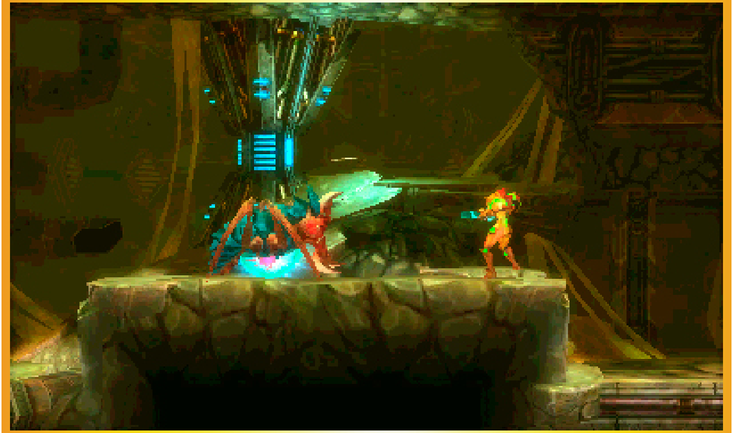


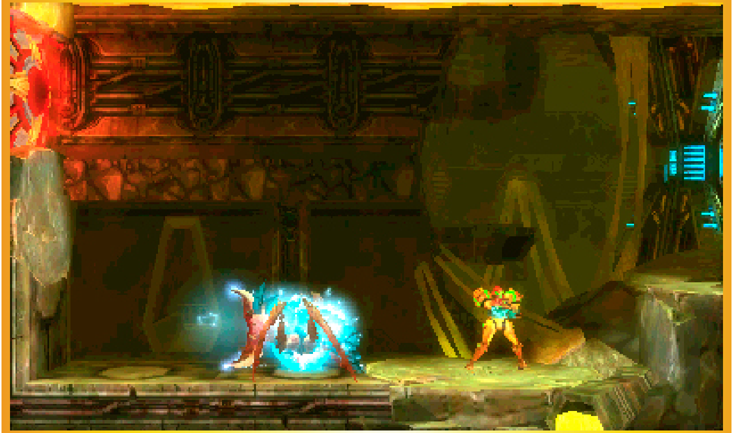
Also carried over from the Alpha fights are the electric balls that can be destroyed for health and ammo. The Gamma performs this attack in nearly the exact same way as the Alphas, so handle it by the usual means.

GROUND ATTACKS

After flying around for a time, the Gamma eventually decides to take to the ground and fight you directly; this is where a majority of the Gamma's new attacks come into play. Take care around ledges and corners. The Gamma can traverse up and down platforms a lot faster than you might expect.

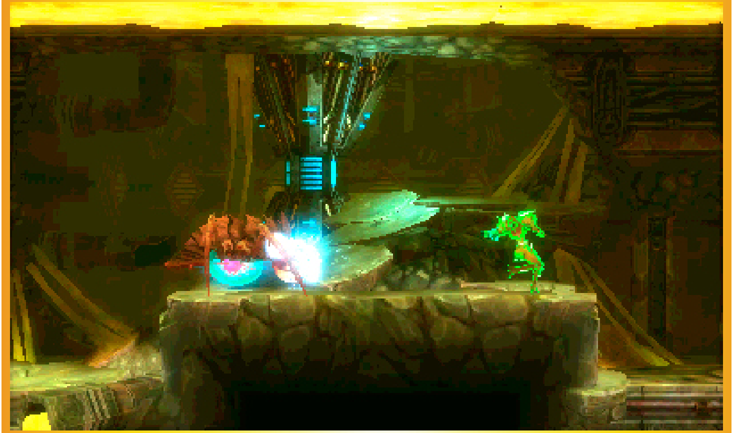
Gammas can be damaged at any point while on the ground, so long as they aren't charging an attack. While a Gamma is walking toward you, feel free to unload missiles or Ice Beam attacks.

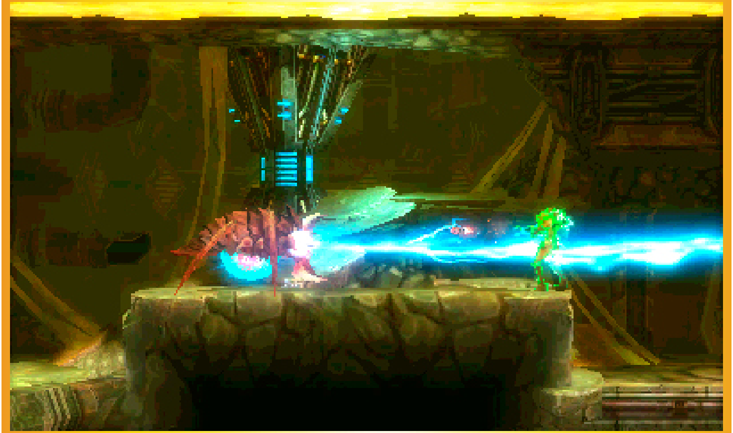




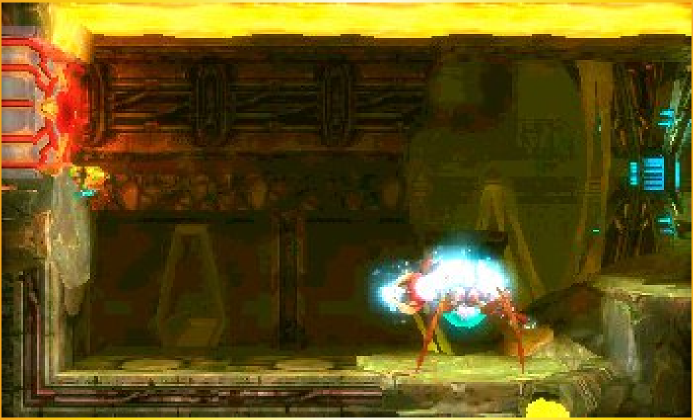
You can also draw a Gamma to the ground by charging up an Ice Beam attack and shooting the Gamma in the core. It falls from the weight of the ice and is temporarily grounded. The ice also prevents it from using a majority of its attacks, making it easier to damage and also increasing the likelihood that it will perform a counterable attack.

While on the ground, the Gamma occasionally covers itself with electricity, reels back, then snaps forward in a biting attack. This attack poses very little threat. It has a huge wind-up and limited range, though getting hit is guaranteed trouble.

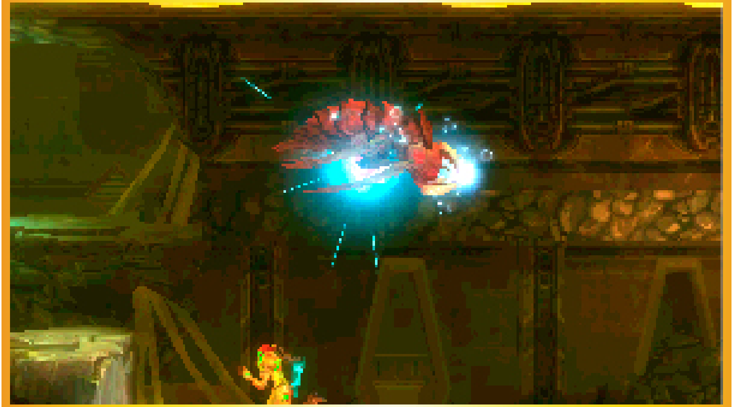


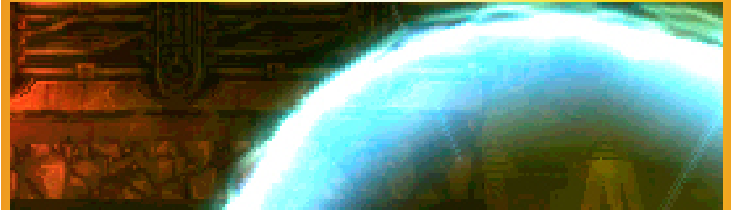


For its counterable attack, the Gamma performs the biting maneuver, but without the electricity. When it reels back and begins shaking, run toward it and wait for it to snap. This is your best opportunity to deal damage.



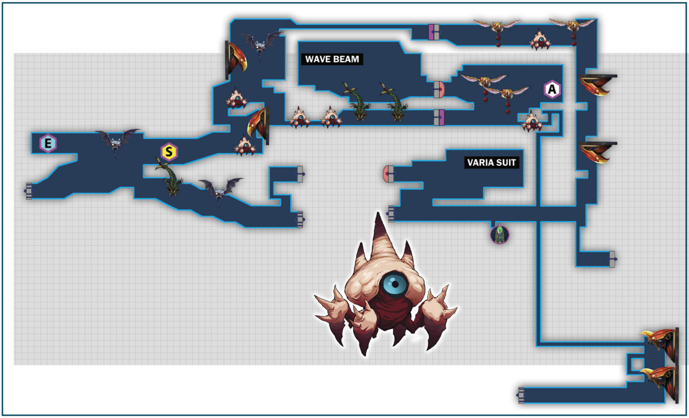
The Gamma can fire an electric beam horizontally while on the ground. When you see its mouth begin to glow, either rush and jump over it, or get to a lower portion of the chamber. If neither of those options is available, activate your Lightning Armor to absorb the attack.



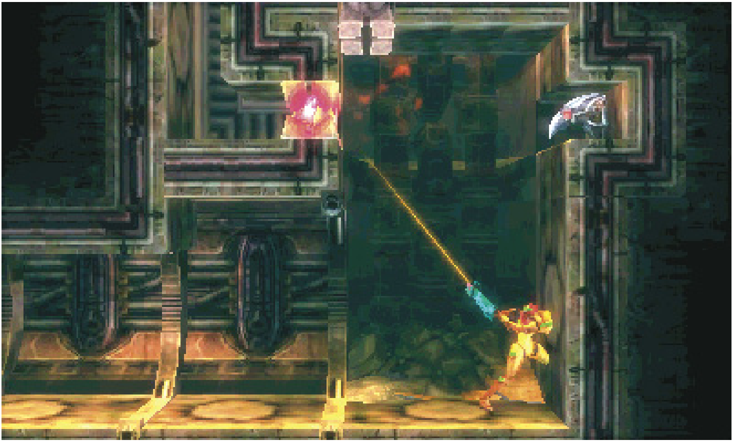


Pay close attention to when the Gamma's back arcs upward. When it does this while charging electricity, it's about to electrify the floor. Spider Ball up a wall or get to a platform higher or lower than the Gamma. The floor stays electrified long enough that simply jumping into the air isn't enough.

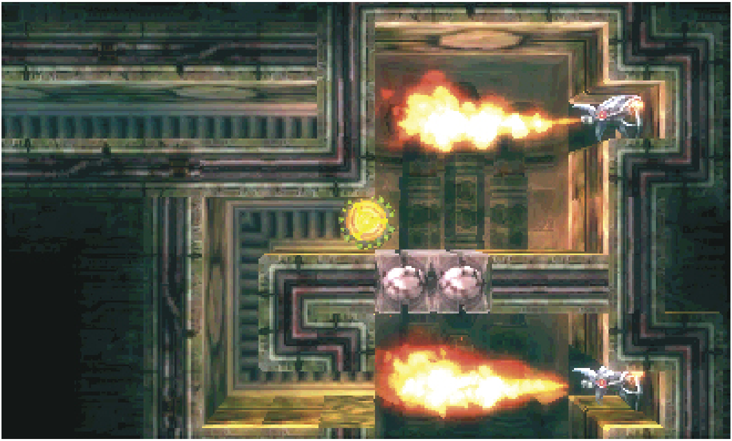
The last and deadliest move to watch for is its Electric Pulse. It begins pulling in energy—indicated by the small beams of electricity creeping into its core—then explodes a giant ring of electricity out around it. Getting hit by this is devastating. If you see it begin to charge, bolt as far away from it as possibly—at least until you have a better understanding of the attack's range. It can perform this attack both in the air and on land.

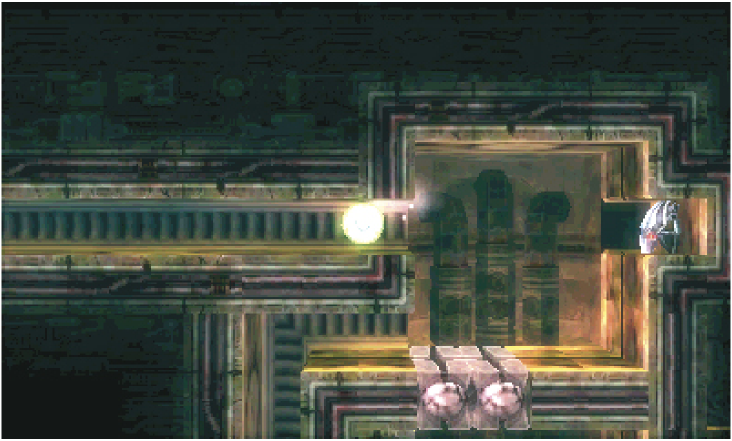


⑫ With the Gamma defeated, take the door on the right side of the room. Your next destination is straight to the top of this corridor, but climbing it can be tricky.

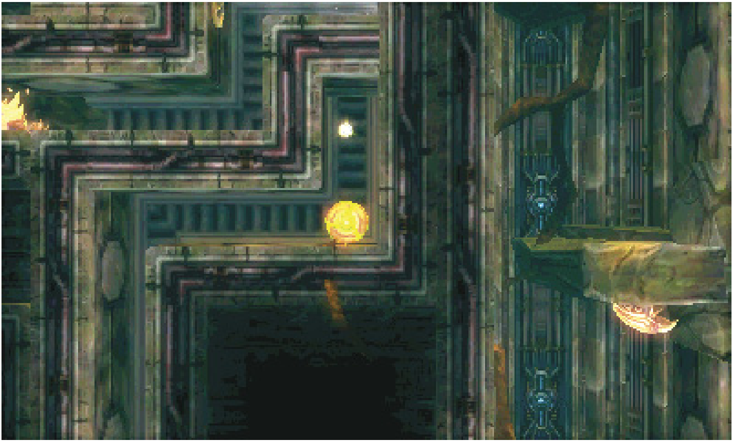


Head to the right side of the room, then Free Aim at the Block shown in the screenshot. It’s a Missile Block, but don’t shoot it with a missile yet. Wait for the Black Wallfire to finish blasting fire first, then destroy the Missile Block and climb into the hole.

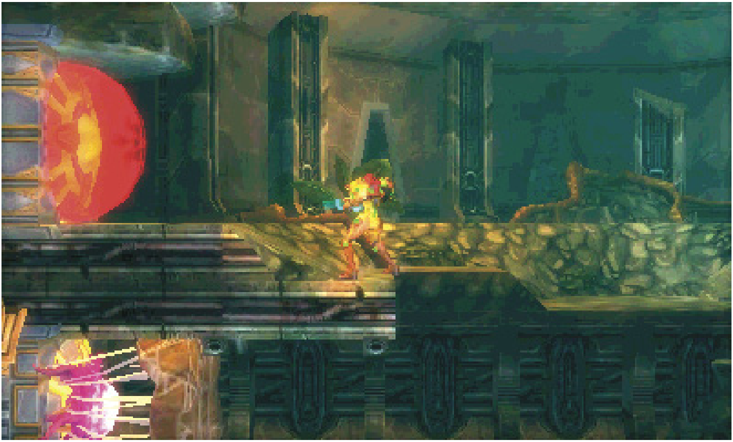




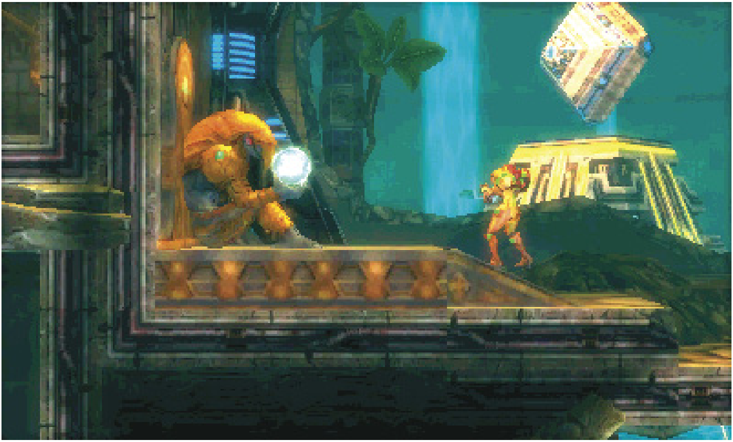
Attach to the roof of the Morph Ball shaft and wait for the second Black Wallfire to finish breathing fire. Once the coast is clear, roll up to the Block the fire reached and bomb it.



Head to the top of the shaft and bomb the Block just below the air current the fan is blowing out.



Exit the shaft and head for the Red Door in the top-left corner of the room. Ignore the strange pink growth on the door below the Red Door for now. You'll deal with it shortly.

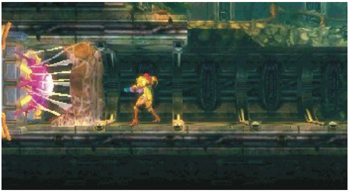


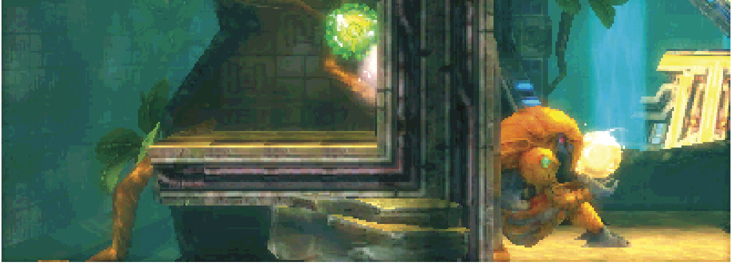
You find a new weapon in this room: the Wave Beam. It can shoot through solid surfaces and also take care of that pink growth on the door outside of this room—known as a Taramarga.

WAVE BEAM: WHAT IS IT?

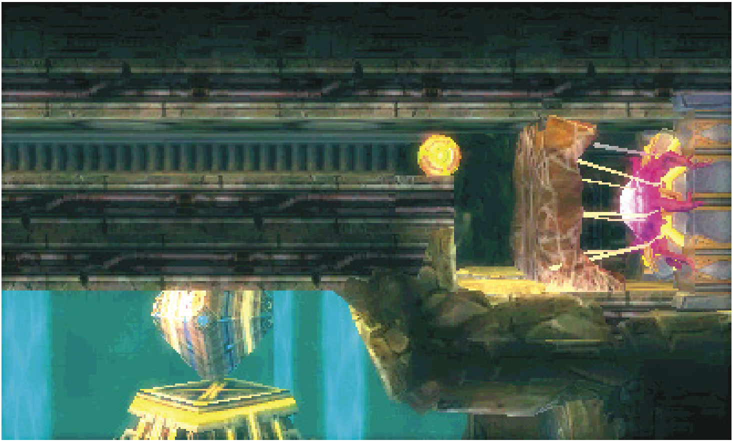
The Wave Beam can shoot through solid objects and pierce enemies. It's a replacement for your basic Power Beam, and it's certainly more effective. Use it to get through the pink Taramarga doors and to hit enemies from safer locations.

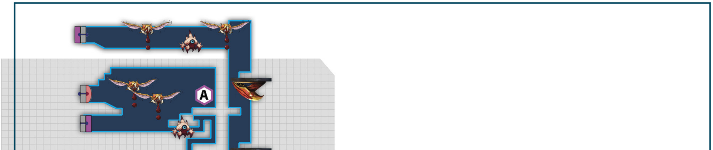
⑬ Backtrack out of the room and use the Wave Beam to shoot and destroy the Taramarga.

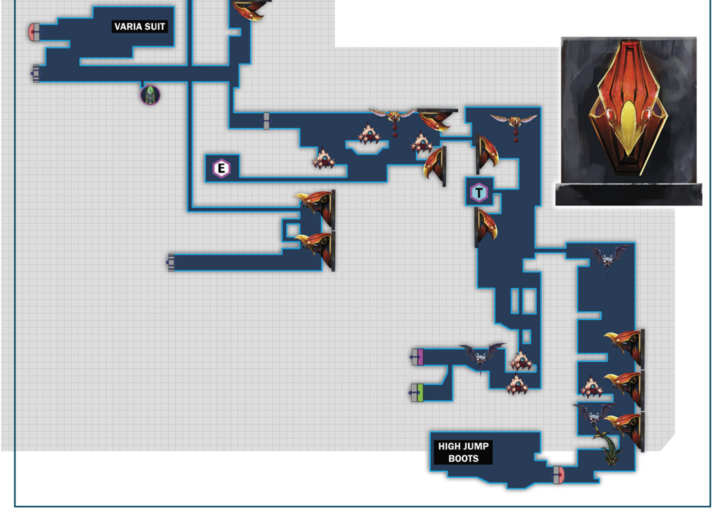




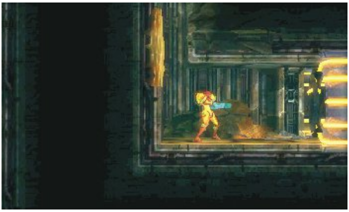
Head left, but stop as soon as you exit the Morph Ball passage. Jump up onto the platform above and climb to the top of the room. Another Taramarga-covered door awaits you there.



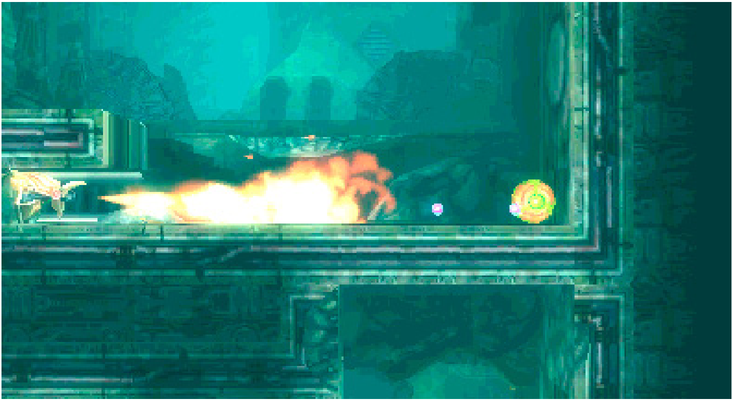




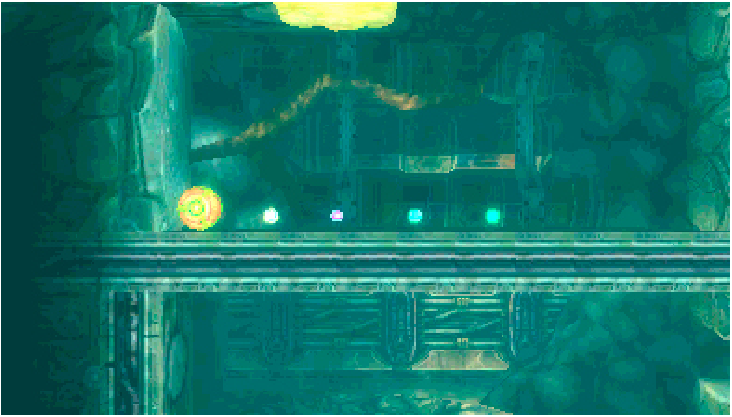
⑭ Follow this next passage to the right, then downward until you reach the door on the other end.

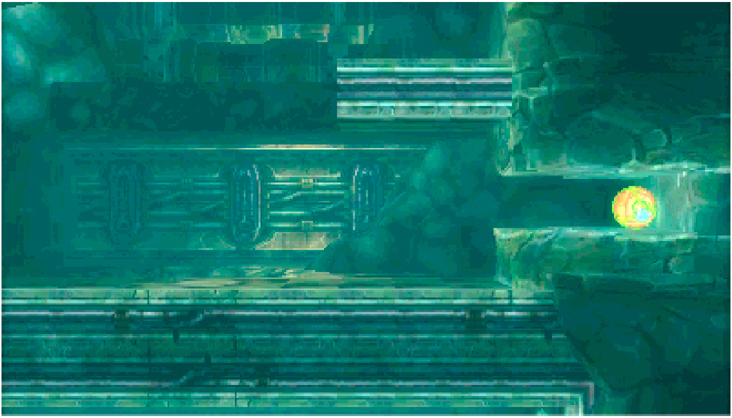


Head to the right side of the next room and into the Morph Ball shaft. Bomb the Block on the far end of the shaft to destroy it and gain entrance to the next room.



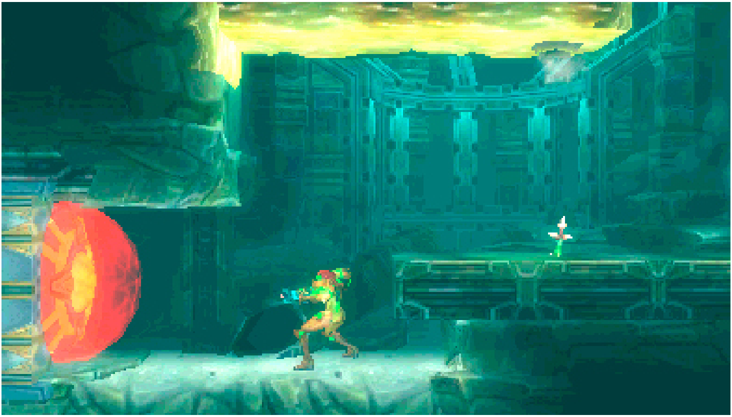
In the next room, roll past the Flame Wallfire and place Bombs on the Blocks near the right wall to break them.

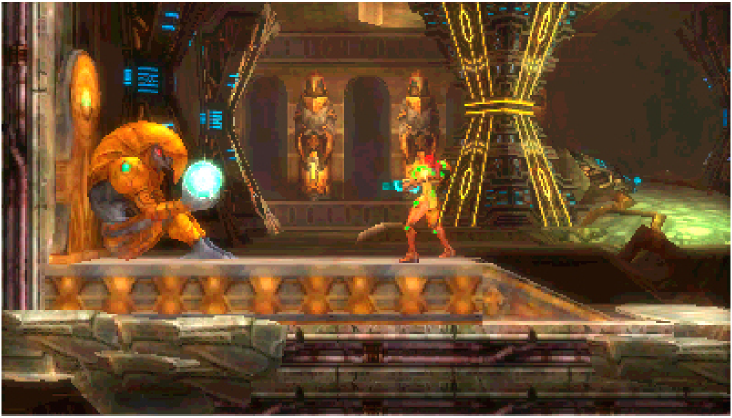




You might notice a Teleport Station when you drop through the newly created hole in the floor. The walls surrounding the Teleport Station are coated in more of that yellow goo, and the entrance to the Teleport Station's room is too high to reach at the moment. Make a note of its location; you'll return sooner rather than later. For now, bomb or shoot the Blocks below the Flame Wallfire, then hop into the little Morph Ball passage on the right and bomb the Block.

Bomb the platform immediately below the Flame Wallfire, but not the one after it. That second set of Blocks can be destroyed, but don't worry about it for now. You come back here soon enough.



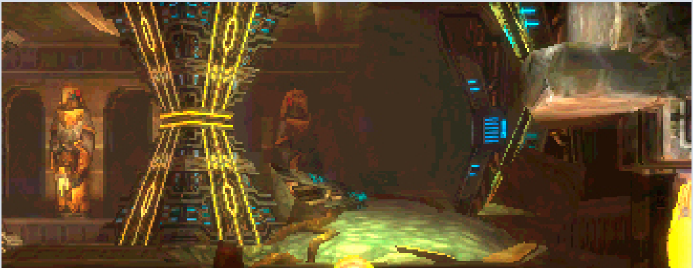


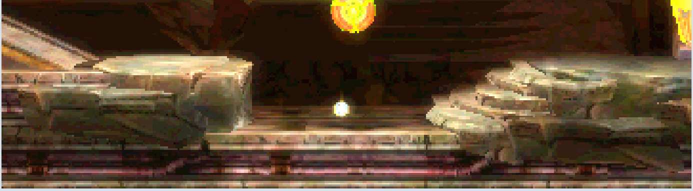
From here, drop all the way to the bottom of the corridor to reach another Red Door. Open it and head inside to find the final Power Suit upgrade for this area: the High Jump Boots.

HIGH JUMP BOOTS: WHAT ARE THEY?

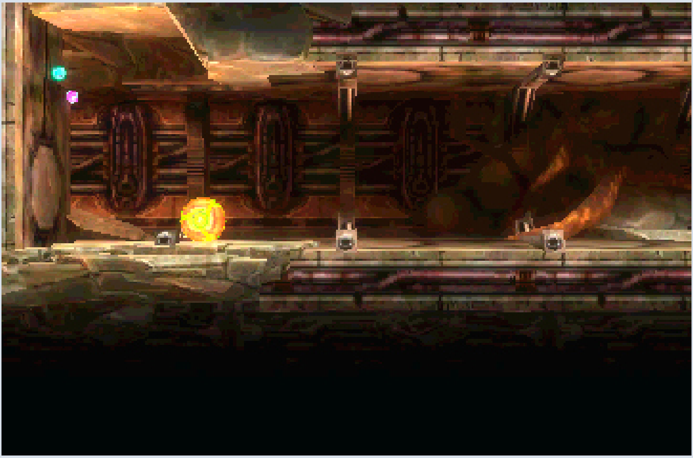
The High Jump Boots nearly double your jumping ability. To use them, press the Jump button. Once they're in your possession, they're active and ready to use.

MISSILE TANK M-18

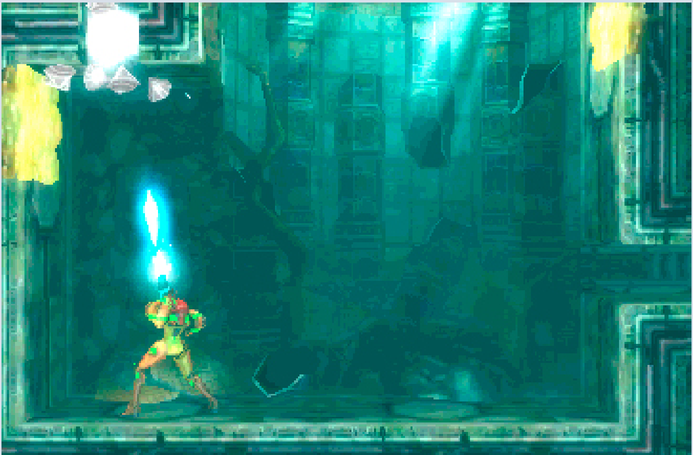




Find another Missile Tank by bombing the Blocks on the lowest point of the room.

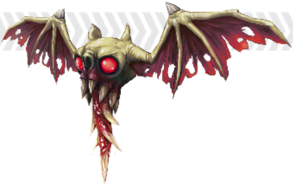


Drop into the hole you just created, then head left. Bomb the Block on the top-left corner.



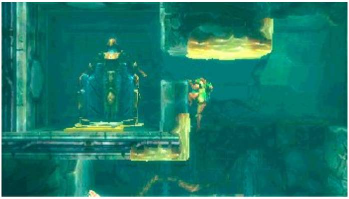
Clear the next room of Gullugs, then shoot out one of the Blocks under the enclosure on the top-left corner of the screen. Jump up into the hole and turn left to reach Missile Tank M-18.

STRONGER GULLUG

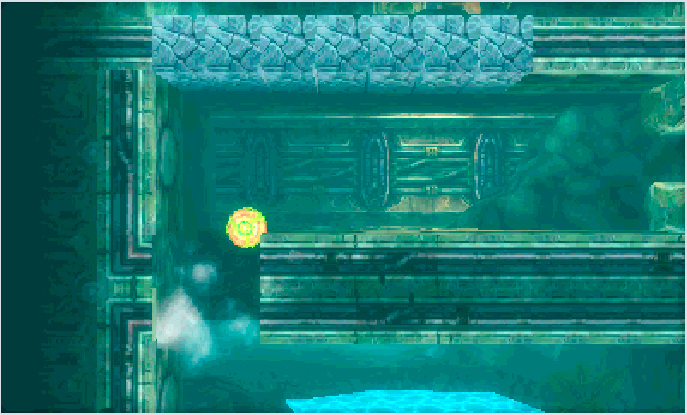


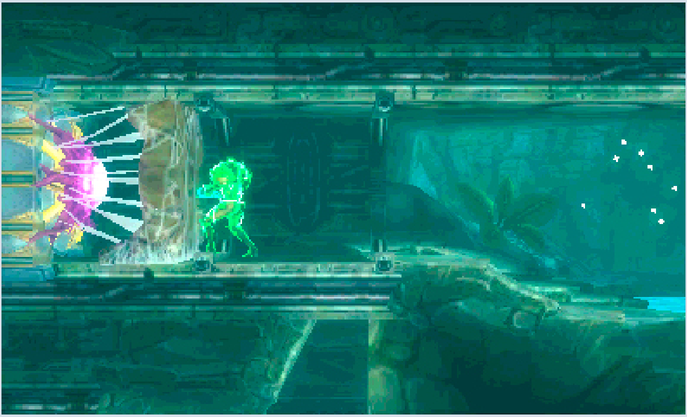
During your journey to obtain Missile Tank M-18, you encounter a faster, meaner version of the Gullug. This one features a pink hue, and defeating it requires significantly more shots. To make this enemy much easier to deal with, use the Ice Beam and shatter it with a melee attack or a missile.

⑮ Double back to the unreachable Teleport Station you passed earlier. The gooey walls make Spider Balling up to it impossible, but the High Jump Boots negate that problem.

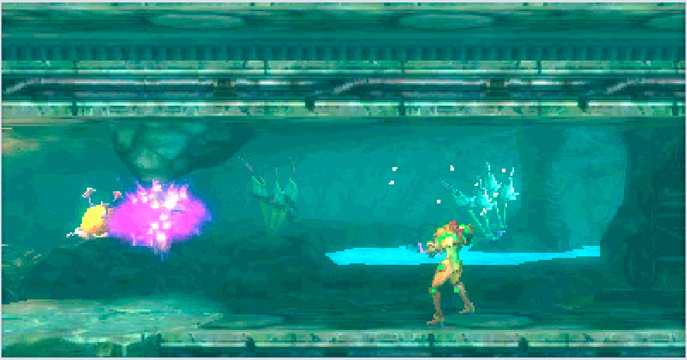


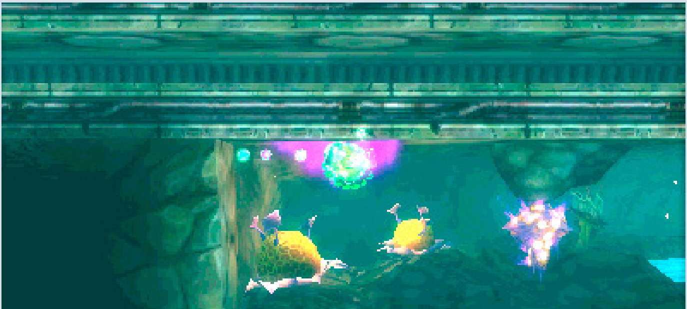
ENERGY TANK E-3





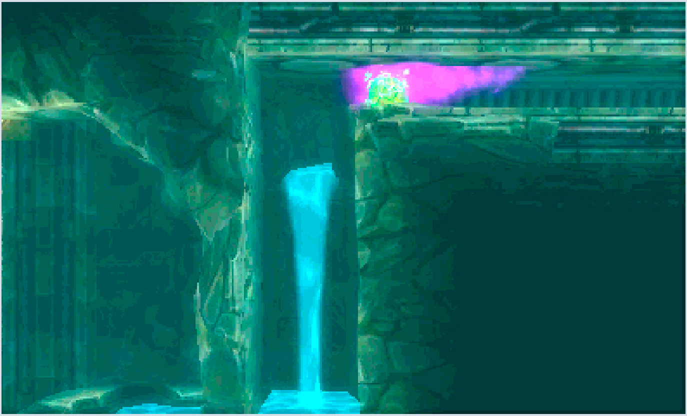
Before you venture through the Teleport Station, locate an Energy Tank by bombing the second set of Blocks directly below the Flame Wallfire.

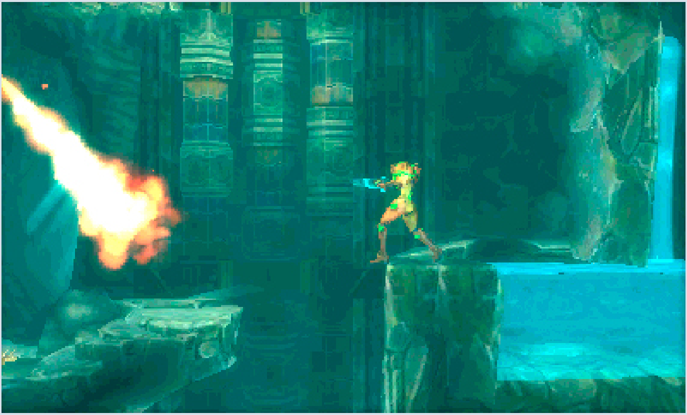




Drop to the bottom of the corridor and head to the left to reach a Taramarga. Destroy it and access the door it was blocking.

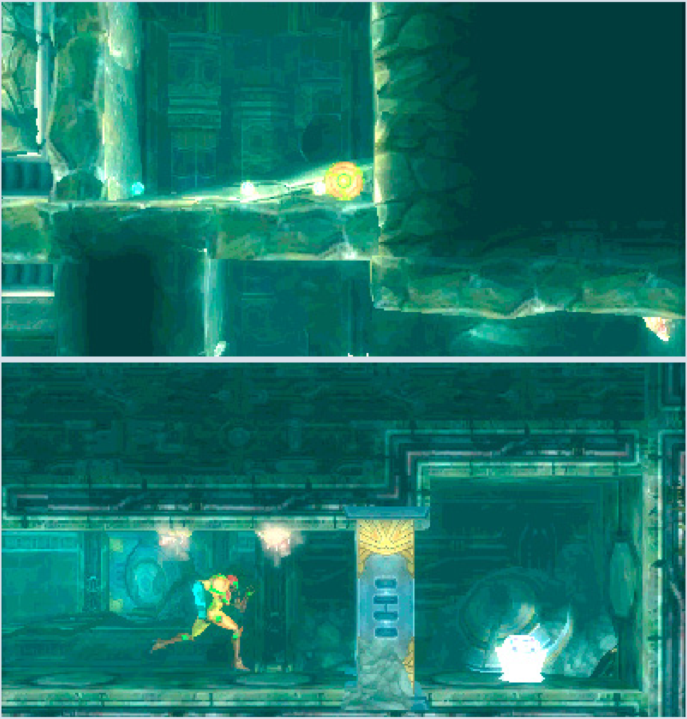
You encounter more Fleech Swarms here, so activate your Lightning Armor before getting too close.





Once you pass the Fleech Swarms, quickly bomb the Blocks in the upper-left corner of the corridor.

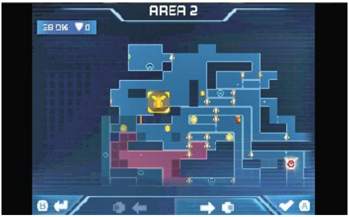
Jump into the hole you created and roll left through the Morph Ball shaft. You're led to a pool of water, which rinses the Fleech Swarms' mist right off.



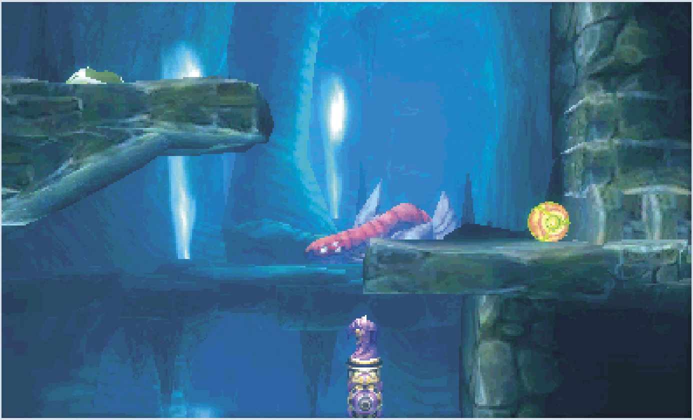
Drop down the pit to the immediate left of the pool, then bomb the Blocks in its bottom-right corner.

Drop down again and head to the right. Just past the door you find Energy Tank E-3.

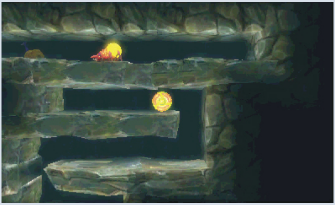
Activate the Teleport Station and use it to teleport to the northwest station near ⑨.



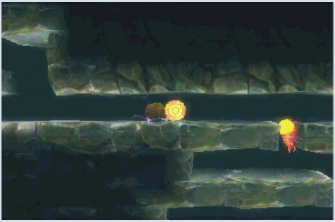
MISSILE TANK M-19



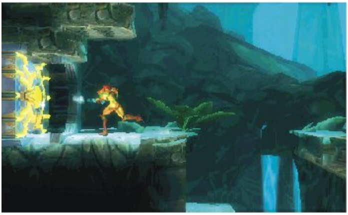
Find an extra Missile Tank by bombing the Blocks on the right side of the platform just above the Energy Recharge Station.



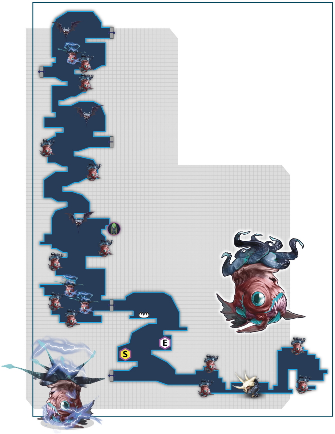
This next part can get tricky. Roll to the right and hop up the zigzagging path. Head all the way to the left end at the top of the path, then wait for a moment. That ant-like creature you see is a GlowFly, and it's a bit...high-strung. If it sees you, it comes to a dead stop, shakes, then explodes. If you're caught in that explosion, you lose a hefty chunk of health. To make matters worse, GlowFlies constantly reappear out of their hole, even after popping, so fighting them is mostly a waste of time.

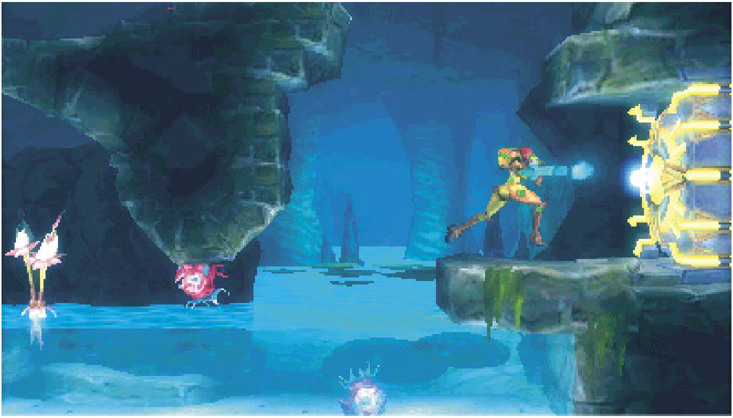


Bomb the Block above the right tip of the platform you're on, then either rush through the hole you just created and head left, or stay on the lower platform, roll to the left of the hole, and wait for the GlowFly to run through. Whatever you choose, Missile Tank M-19 is waiting on the left side of the room.



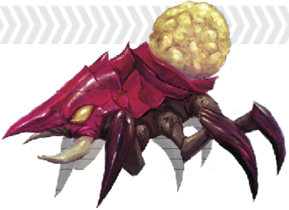
⑯ Head to the door directly west of the Teleport Station, underneath ⑦.





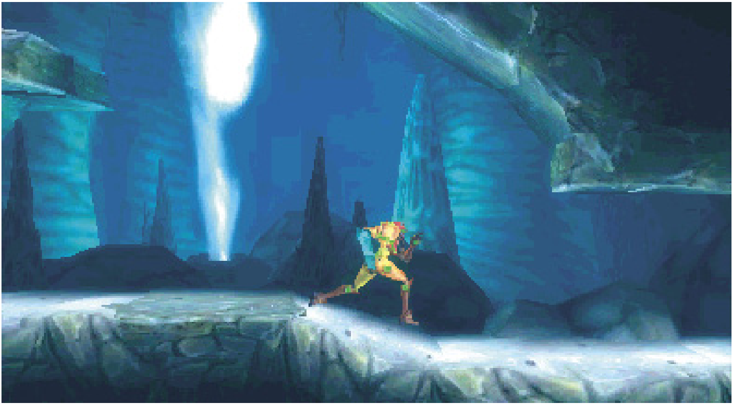
Drop to the bottom of the corridor and enter the door on the right.

GLOWFLY

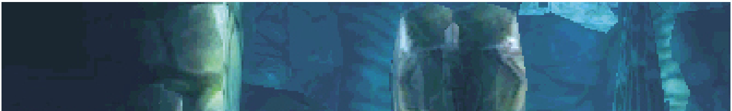


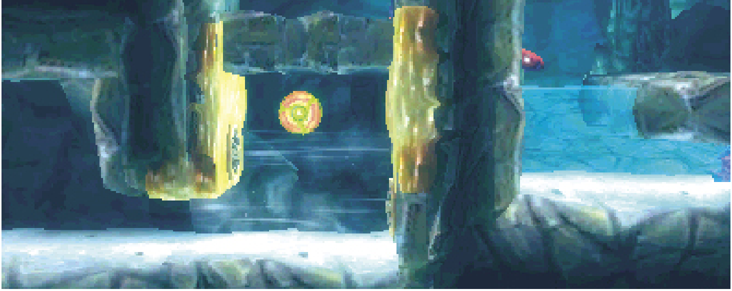
If you go after Missile Tank M-19, you run into this volatile ant-like insect. Entering this creature's line of sight causes it to pop, which creates a sizable explosion from its bulbous hindquarters. As if that weren't troublesome enough, these exploding nuisances continuously crawl out of their hole, even after detonating. The good news is they're single-minded; they always walk from their own anthill to the next-closest one. Exploit this trait to manipulate their movements—open a path to another anthill and watch them run directly to it.

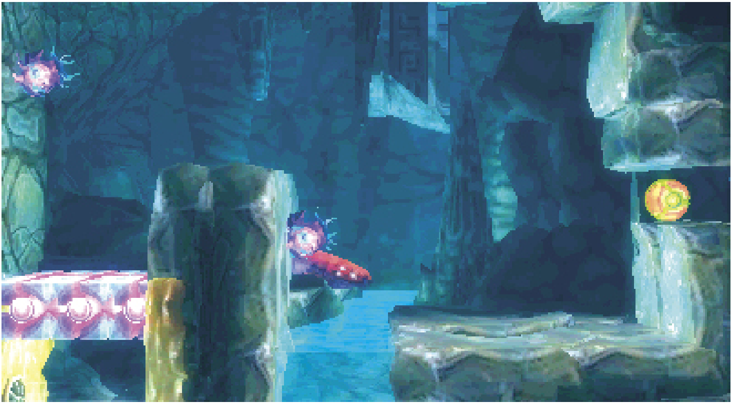
Note: Although our zone maps mark Glowfly locations with the red enemy variant, expect to encounter the common green Glowfly far more frequently.



Drop past the Save and Energy Recharge Stations and head through the opening in the bottom-right corner of the room.





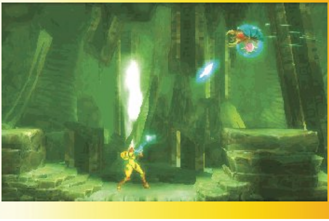


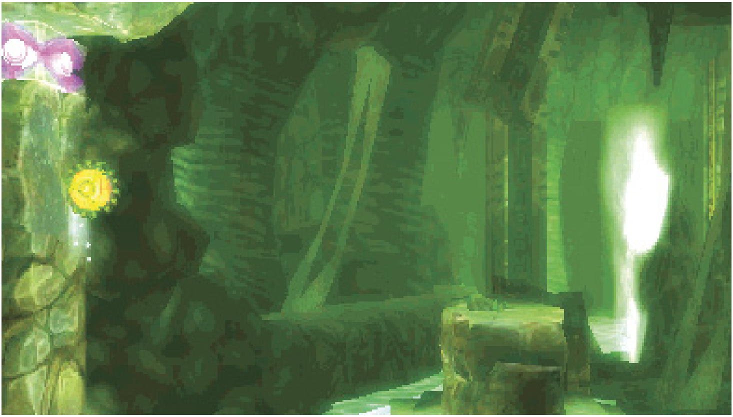
Continue to the right and Spring Ball up past the air currents, plant a Bomb or two, then jump through and bomb the wall on the right. You find your next Metroid on the other side of that hole.

ALPHA METROID

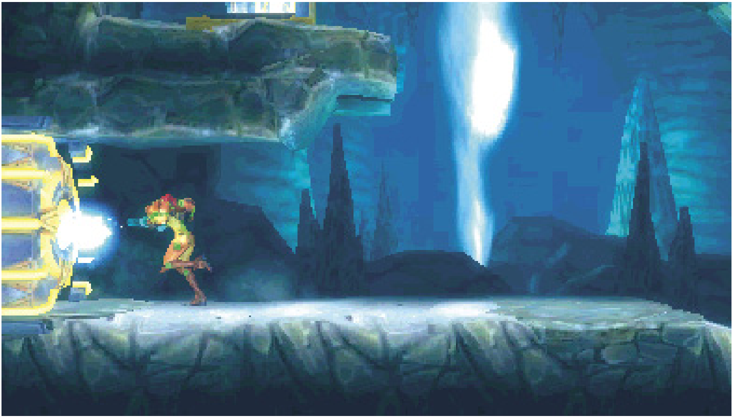
10/40

You can breathe easy—this is just an Alpha, not another Gamma fight. The room is the biggest challenge here. Fight on top of one of the narrow platforms on either side of the chamber, or fight between them. The area between the platforms gives you less dodge space, but the likelihood of the Alpha smashing into one of the platforms after performing a tackle attack is high.





When the fight is over, Spider Ball up the left wall and bomb the top-left Block to escape the room.



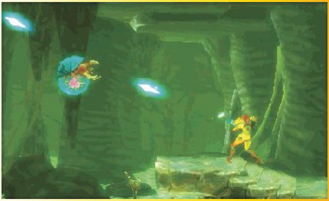
Double back to the room with the Save and Energy Recharge Stations, then head through the door on the lower left. Your next Metroid is just beyond that door.

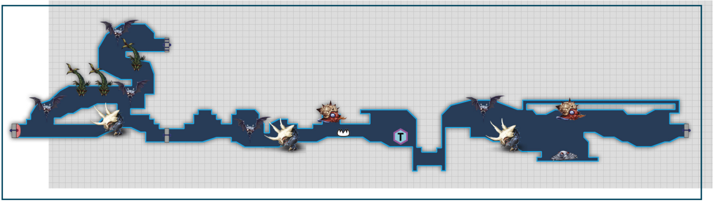
ALPHA METROID

11/40

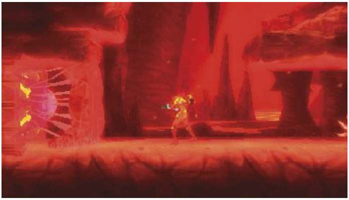
This chamber has a variety of platforms to fight from. Pools of water dot the ground, but the wide selection of platforms means they aren't much of a threat. Fighting from the sloped platform in the center of the chamber works well—it offers plenty of space for you to jump, and since it's higher than most other platforms, evading to another platform is quick and effortless.

Pick whatever location works for you. This is a by-the-books fight, so it should cause little issue.



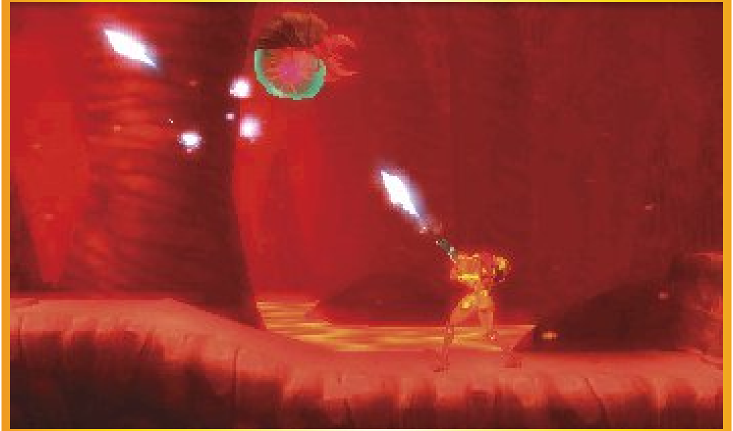


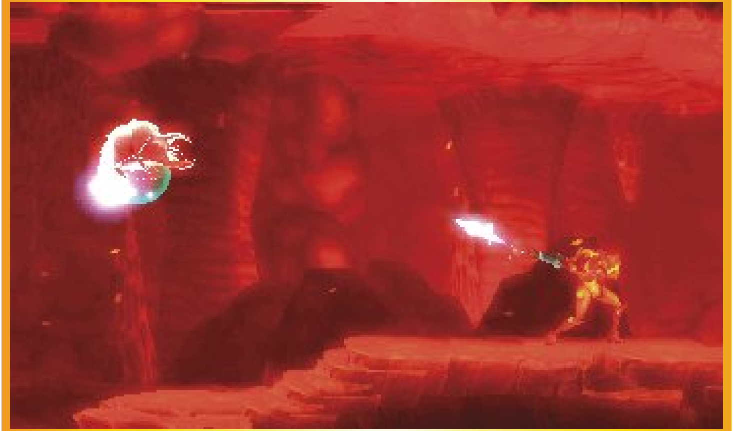
⑰ Access the Charge Door on the left side of the Alpha's chamber, then make your way to the lower-left corner of the next room. Shoot the Taramarga blocking the door and enter to find your next Metroid.



ALPHA METROID

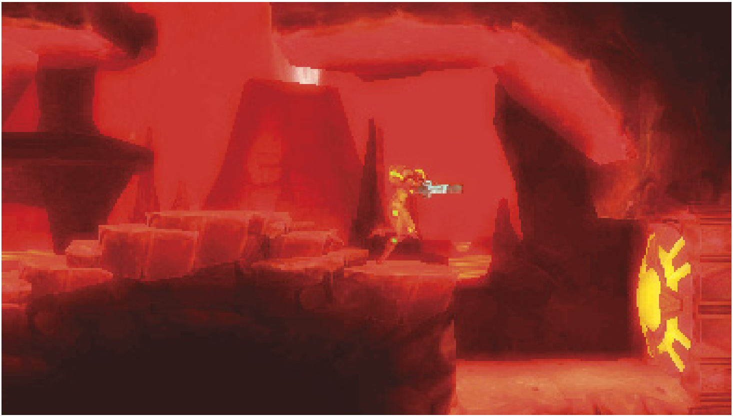
12/40



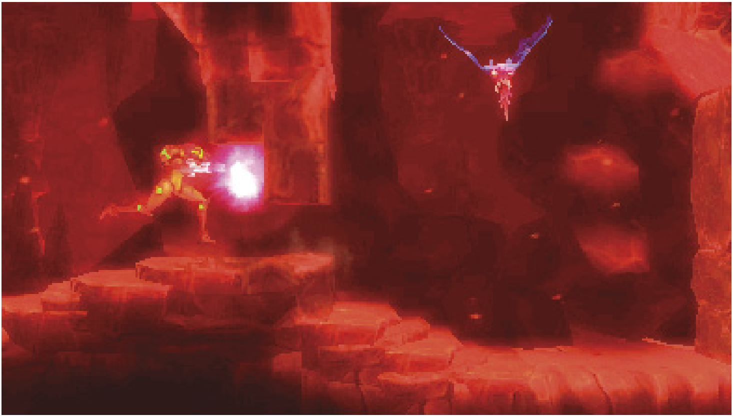


The lower half of this chamber is ideal for fighting an Alpha Metroid. The ceiling's a little low, but the ground is flat for the most part. After you deal a good amount of damage to this Alpha, it flees to the top half of the chamber. Take care not to fall into the lava pools while giving chase.

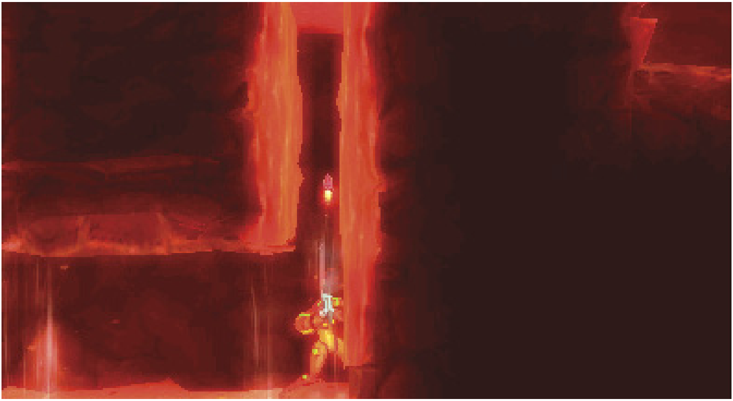
The ceiling is much lower here, so be careful when the Alpha performs its tackle attack. By this time the Alpha is running on little health, so it's possible to defeat it before it gets the chance to tackle.



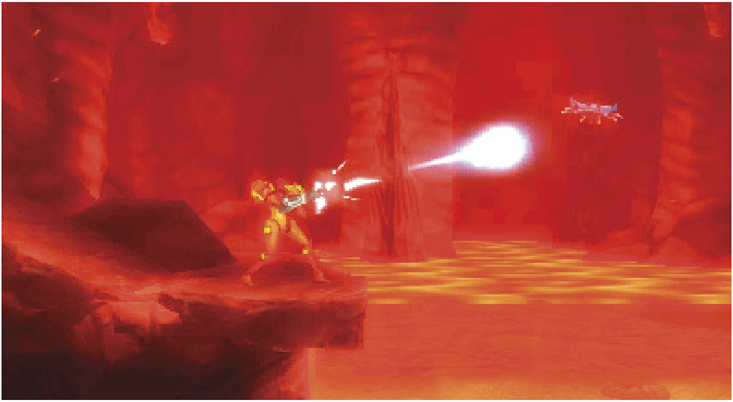
When the fight is finished, double back to the door on the right, head through, then enter the lower-right door of this next room.



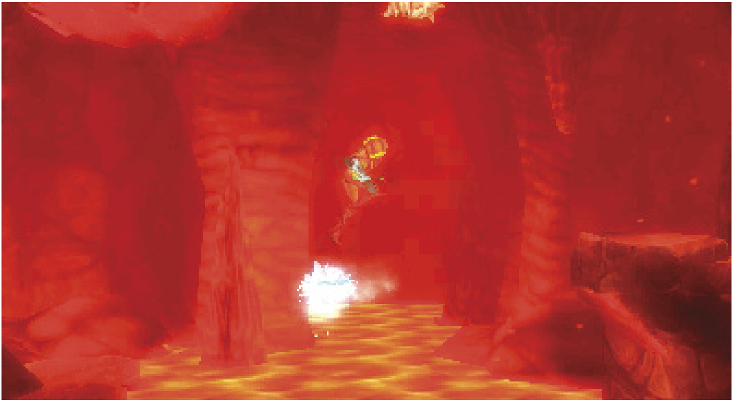
The passage is full of walls made up of Blocks. Shoot your way through them and continue on.



You run into a small alcove full of fans and a blocked-off passage with no practical way to Morph Ball through. Thankfully, bombing is not the solution. Aim upward and fire off a missile to break the Block at the top of the passage, then jump through.



Approach the lava pool on the right, but don't try anything crazy! There's a Chute Leech in the lava. Charge up an Ice Beam shot and wait for the Chute Leech to jump into the air, then freeze it and use it as a platform.

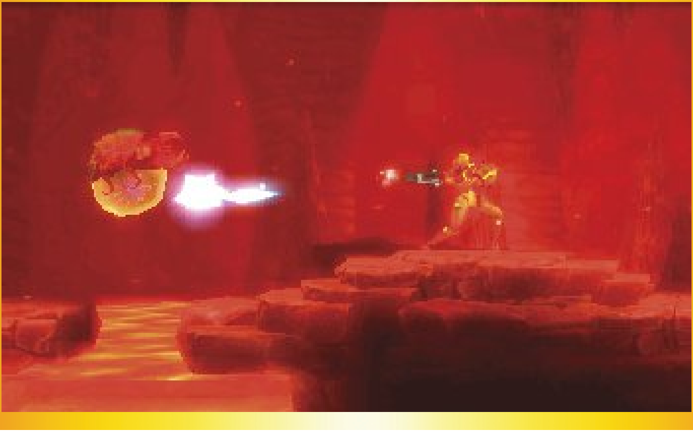


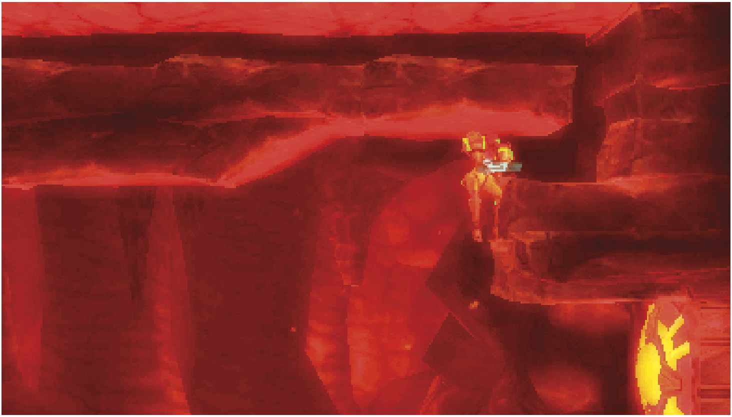
Hop to the right and continue on through the door ahead to find the last Metroid in this area.

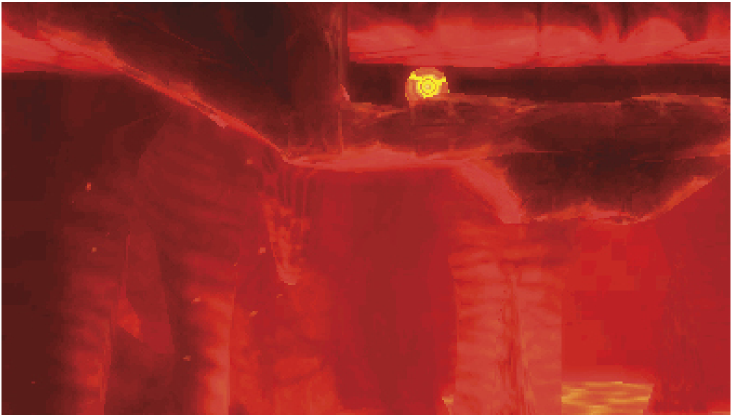
EVOLVED ALPHA METROID

13/40

Stick to the center of this chamber. There are two lava pools on either side of the center platform, so your movement is severely limited outside the center. Take extra care to avoid getting hit by the Alpha's tackle attack, as there's a chance you'll end up in the lava on either side of the center of the chamber.

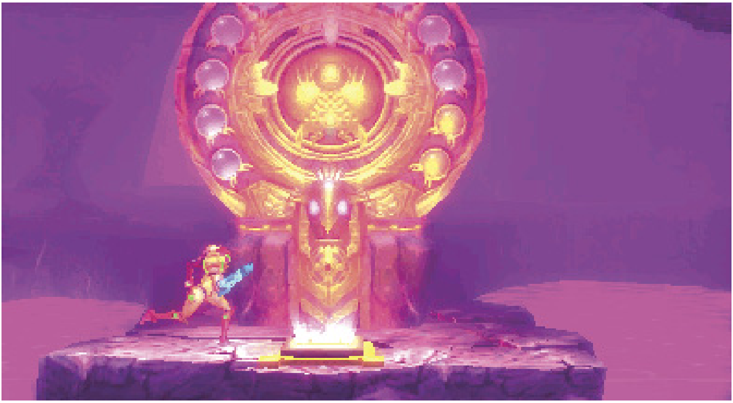




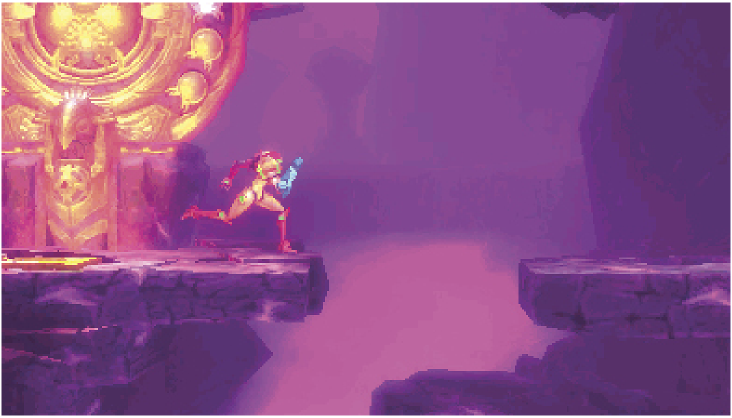


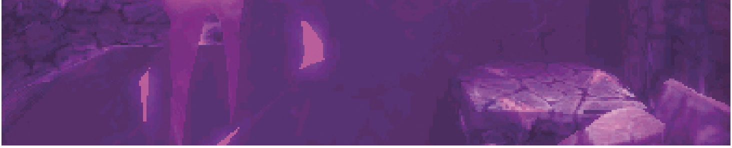
Once you're finished with this fight, head to the Teleport Station you passed on the way to the Metroid chamber. Defeating this Metroid means you have all eight DNA strands necessary to unlock the Chozo Seal, so get going in that direction.

As soon as you exit the Metroid chamber, jump up to the ledge above the door. You can roll through here all the way to the other side of the room, which saves you the trouble of having to Ice Beam that Chute Leech again.

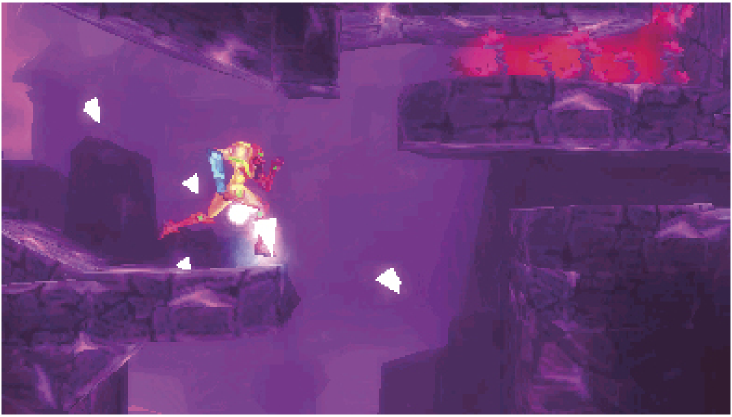


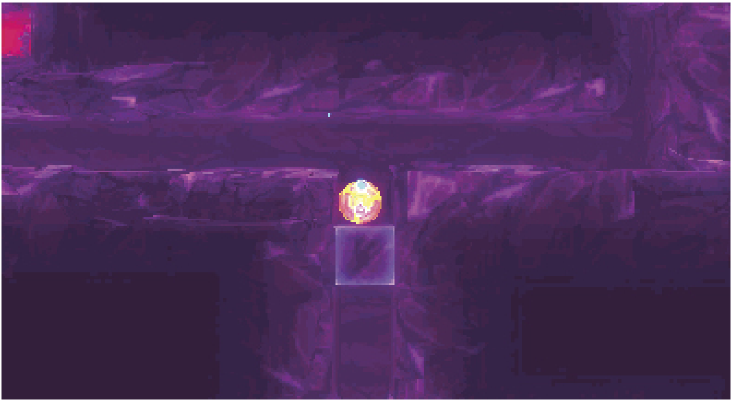
Use the Teleport Station to teleport to the station on the far-east side of the area. The trip to the Chozo Seal from this point is quick and painless. Once you're there, insert the Metroid DNA into the seal to lower the purple liquid.



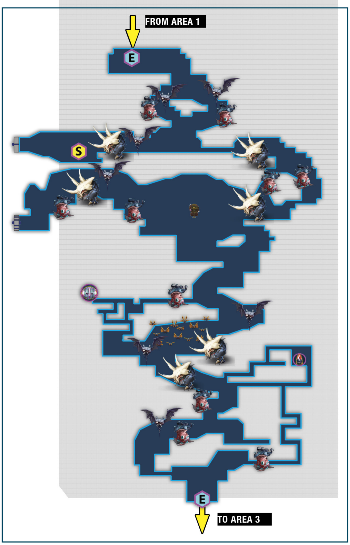


Drop down the hole on the right side of the Chozo Seal and descend while sticking to the right side of the room.



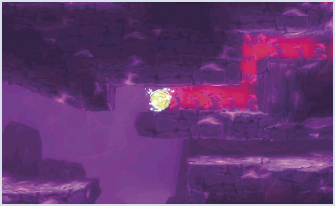


You eventually see a pair of Morph Ball passages: one covered in red plants and another just below it. The red-plant passage leads to Missile Tank M-20. The lower passage is the one you need to take to reach the next area. Bomb the Blocks near the center of this lower passage to progress. From there, follow the path to arrive at the elevator to Area 3.



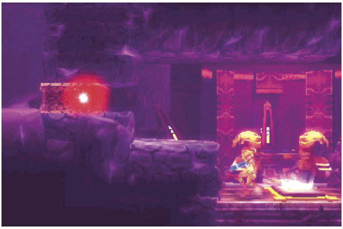
MISSILE TANK M-20

The path to M-20 is straightforward. Jump into the red-plant-laden passage, turn on your Lightning Armor, and follow the passage until you reach a break in the plants. Place a Bomb at that point to destroy the Bomb Block above it, then continue on to reach the Missile Tank.



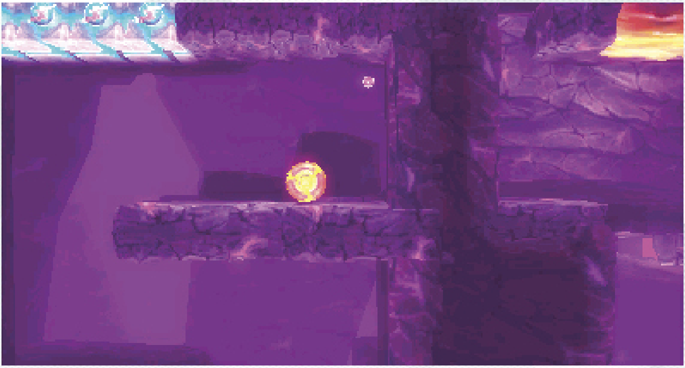
MYSTERIOUS RED LIGHT

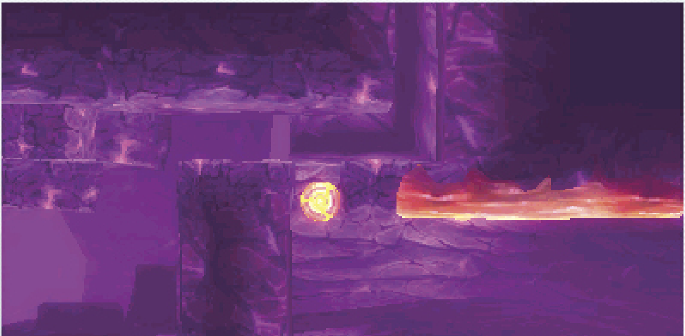
You may have noticed the Block with the red light to the left of the elevator. You run into these more and more as you progress through SR388. As of yet, you don't have the gear necessary to use them, but we'll call your attention back to this Block and plenty of others like it when the time is right.



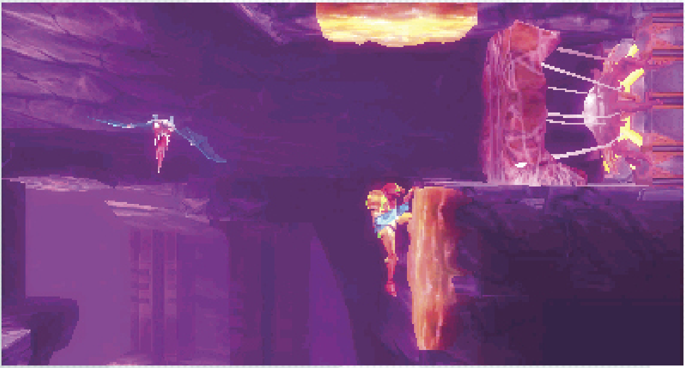
CLEANUP

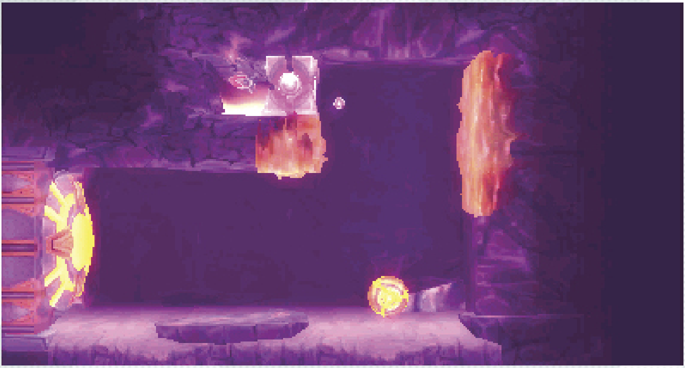
Area 1: Missile Tank M-21





This is your chance to return to Area 1 for a couple of Missile Tanks. You didn't have the gear you needed to grab them while you were there the first time, but you do now. Again, follow these Cleanup sections only if you want to collect everything immediately. If you're in a hurry, wait until the end of the Walkthrough for a complete list.



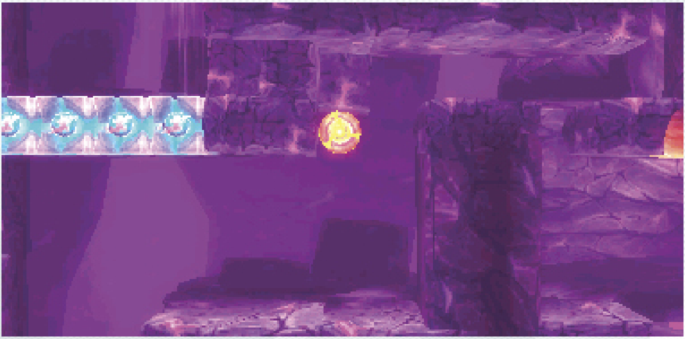


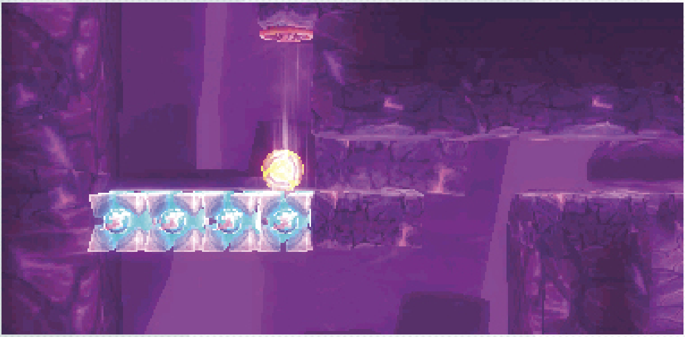
M-21 is easy to wrangle. Starting from the elevator between Area 1 and Area 2, head left and follow the path up until you reach a dead end.

Bomb the Blocks on the right above you. Continue bombing them until you open the path to the right, then hop up into the passage and drop down the hole immediately after the passage starts.

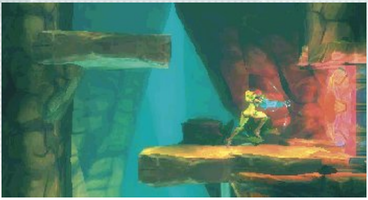
Jump up to the ledge on the right, pull yourself up, then use the Wave Beam to destroy the Taramarga blocking the door. In the next room, bomb the Block on the right side of the Missile Tank's enclosure. This is simple: Spring Ball up to the Bomb Block, place a Bomb, then jump into the enclosure once the Block is clear.

Area 2: Missile Tank M-22

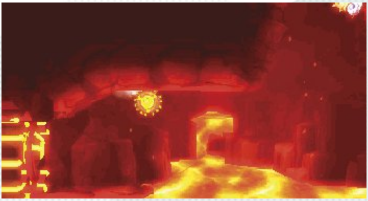




Head left after exiting the elevator and follow the path until it dead-ends; a fan above you signals that you're on the right path. Bomb the Blocks above and to the right, and continue bombing them until you open a path leading directly past the fan.



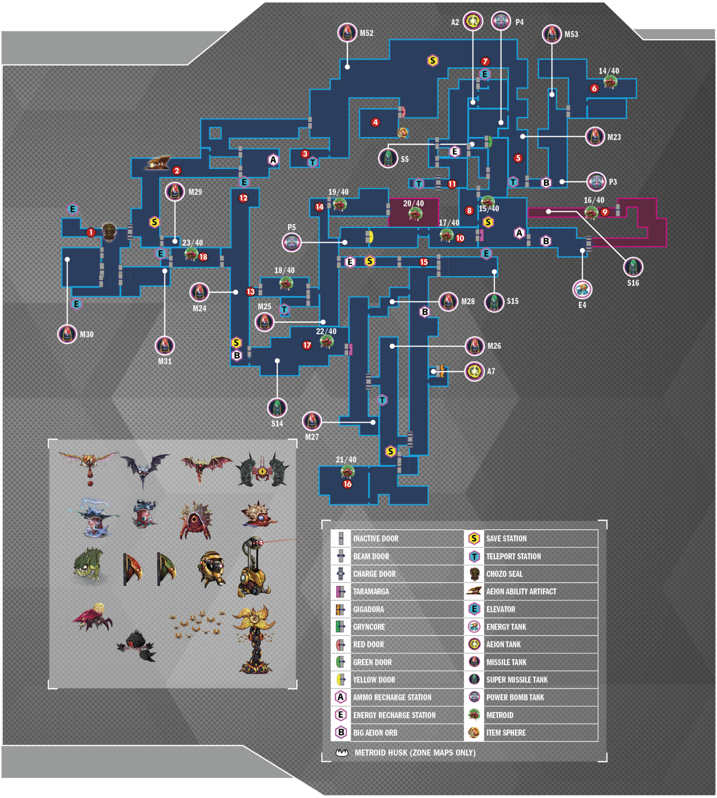
Head up toward the Chozo Seal, then through the door on the right. Climb up the next corridor to find a Charge Door leading into a high-temperature area. Charge the door, then enter.



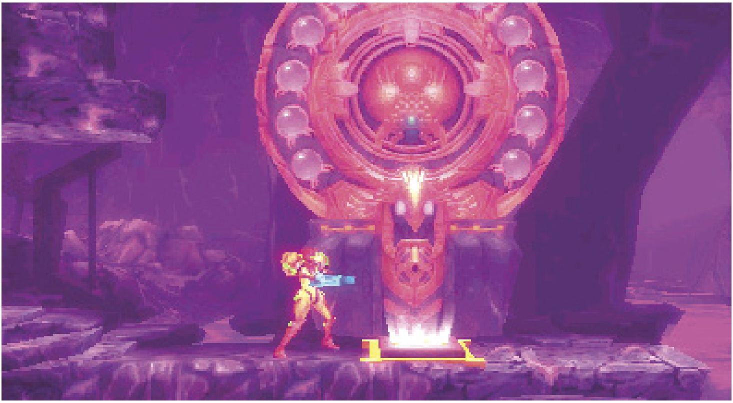
Destroy the Tsumuri on the ceiling, then Spring and Spider Ball up along that same ceiling. The Missile Tank is yours to collect.

Area 3

Area 3 : part I

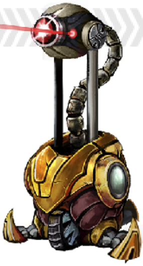


① A new area means a new Chozo Seal—and new enemies. This floor is a lot more dangerous than the last, so tread carefully.



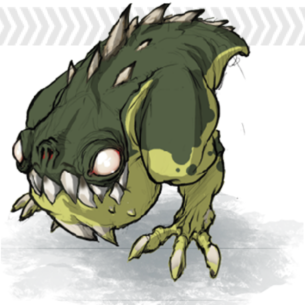
There isn't a lot between you and the Chozo Seal, so follow the path to reach it.

AUTRACK

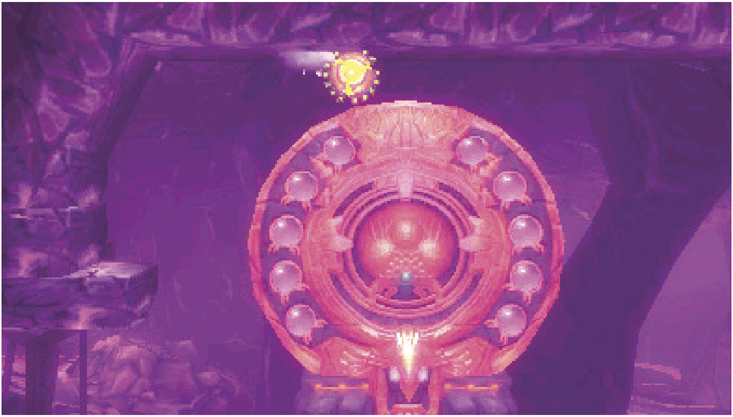


Here is one of the deadlier enemies in the game: the Autrack. They're stationary, but their laser attack can hit you from a long distance and it takes a metric ton of health from you if it lands. You don't have the means to take them on at the moment, so if you see one, get behind cover, or bolt away from it as fast as you can. Missiles can destroy them, but you must expend a huge amount of shots, which gives the Autrack plenty of time to shoot you with its laser at least twice. You best strategy is to avoid them until you can secure a more appropriate weapon.

STRONGER HORNOAD



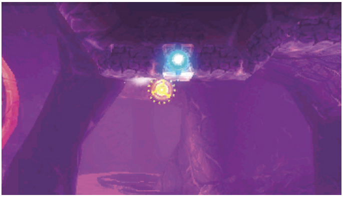
You'll undoubtedly recognize this enemy's green cousin. This red one has a new trick for you to contend with—acid spit. It shoots a green glob in an arcing path toward you. It doesn't travel fast or particularly far, but it can make things difficult in a tense situation. The good news is that this enemy can be countered in the same way as its green counterpart, and you can melee the acid spit without consequence.

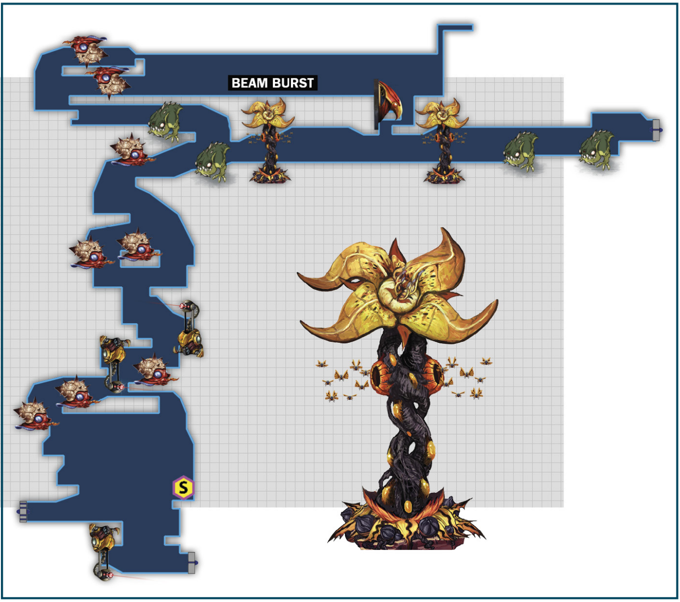


The Chozo Seal has a full 10 flashing lights. This floor is a lengthy one, but we've done our best to give you the clearest path through. Once you're done with the Chozo Seal, hop onto the ledge to the seal's left, then Spider Ball along the ceiling to get to the other side of the room.

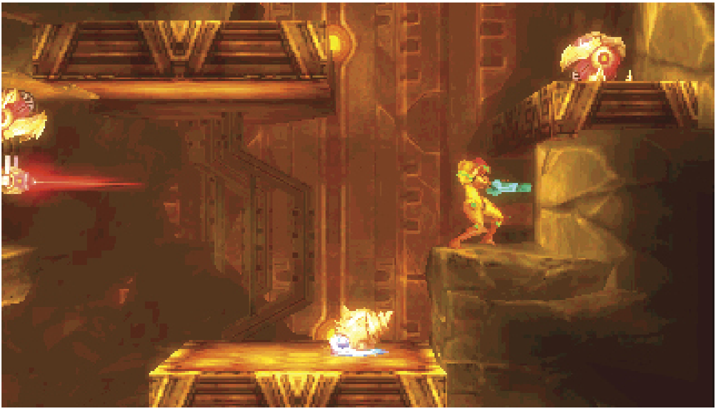
MYSTERIOUS BLUE LIGHT

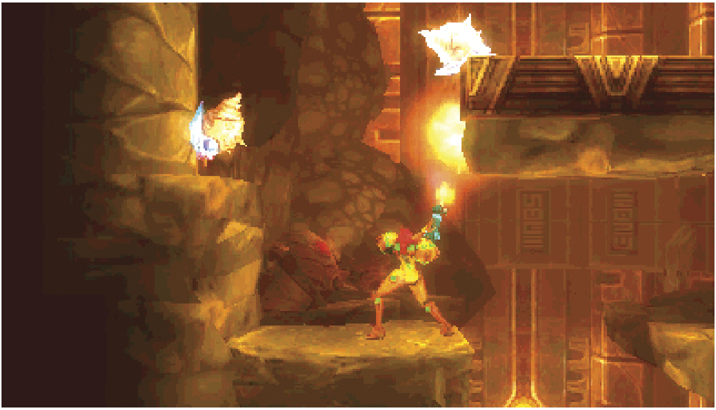
Another Block with a light—could it be related to the Block with the red light in Area 2? Whatever the case, you don't have the gear to interact with this yet, so ignore it, and Blocks like it, for now.





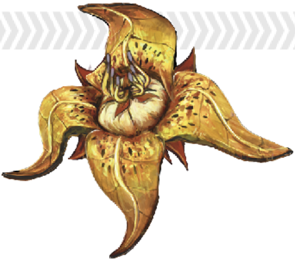
② In the next room, jump on the ledge just above the door and make your way up this long corridor. The climb is straightforward but incredibly dangerous; a couple of Autracks and a slew of Tsumuri are scattered throughout the corridor's upper area. When you see the Autracks, run, but taking out the Tsumuri is likely in your best interest, as they leave acid slime if they see you, or if you damage them in any way.



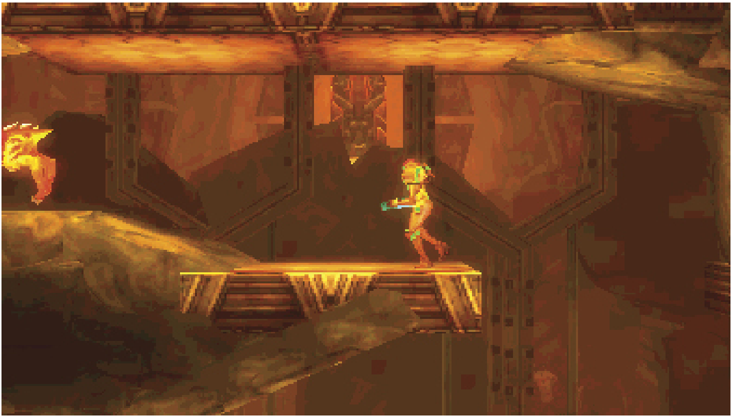


Once you reach the top, if you head right far enough, you encounter a giant flower called a Blob Thrower. These are indestructible, at least with your current gear, so ignore it and backtrack to the left.

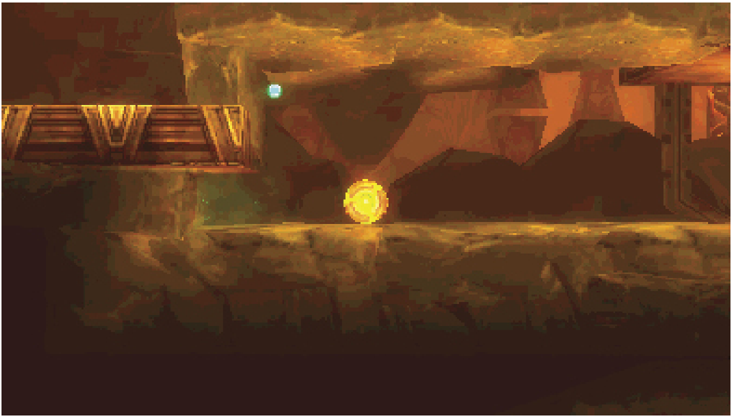
BLOB THROWER

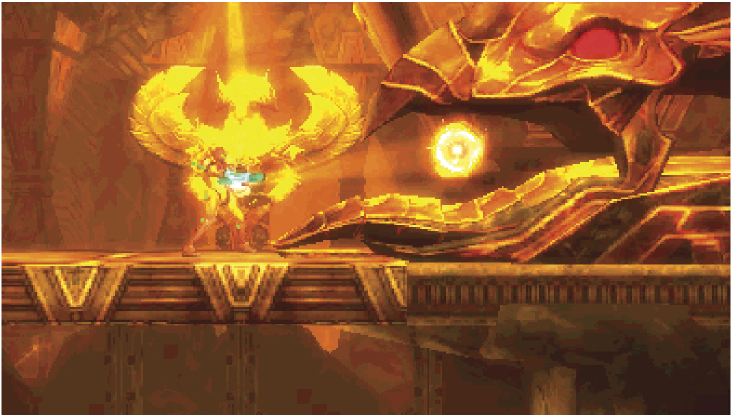


Blob Throwers are indestructible when you first encounter them. At a distance, they like to hide low to the ground. When approached by something they perceive as a threat, they spring up out of the ground, impeding the threat's path. When given a bit of open air, they also spawn Blob Swarms to defend themselves. They aren't much of a threat, and the Blob Swarms they call are more useful than menacing, since they can refill your resources. Until you find something to cut down this overgrowth, find a way around them.

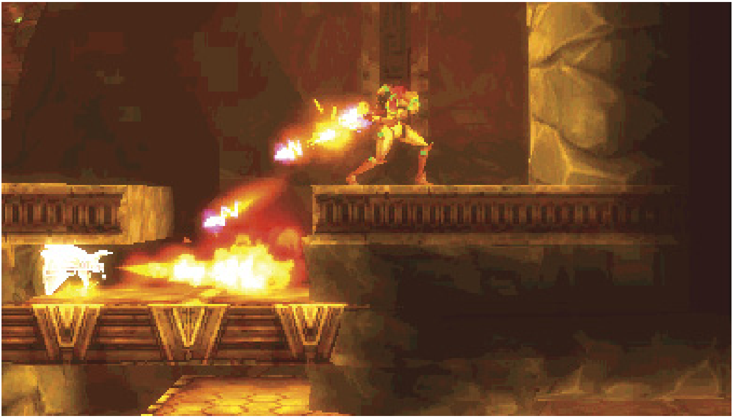


Spring and Spider Ball onto the ceiling, bomb the paneling a few feet back from the Blob Thrower, then jump up to the area above.





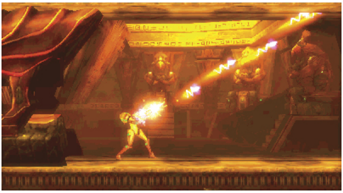
Bomb the upper-left corner of this corridor to open a path up to another Aeion Ability Artifact: the Beam Burst.

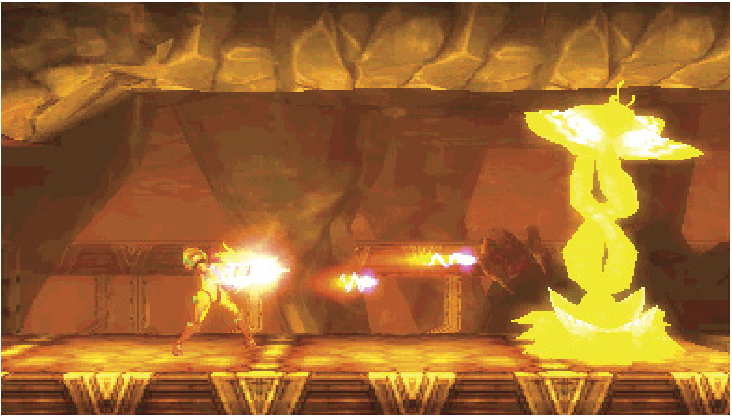


Head to the right until you see the Flame Wallfire. This is a good place to test out your new toy. Activate the Beam Burst by pressing Right on the +Control Pad, then press the **A** button. Free Aim at the Flame Wallfire and let the Beam Burst rip!

AEION ABILITY: BEAM BURST

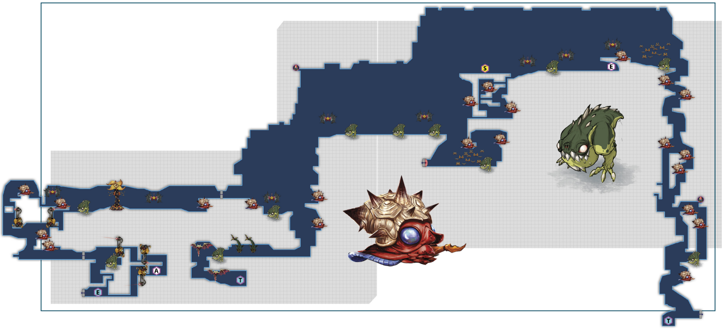
The Beam Burst sets your Power Beam into overdrive. While the Beam Burst is active, the Power Beam fires more than should be physically possible from such a small gun, and it gains the ability to destroy stronger enemies like the Blob Throwers and Autracks. It's extremely useful, but also burns through your Aeion Energy in the space of a lightning strike. It takes on the characteristics of your main weapon—in this case, the Wave Beam. That means the Beam Burst not only fires fast, powerful shots, but can also shoot through walls without issue. It's not effective against Metroids, so don't worry about saving it for Metroid encounters. Be sure not to burn all of your Aeion Energy bar by overusing this weapon.

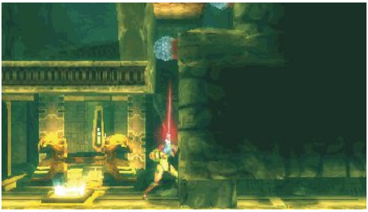




Once the Flame Wallfire has been destroyed, bomb the platform it was resting above. Drop down to end up back in the Blob Thrower corridor. In fact, if you head to the left, you see the very Blob Thrower you saw earlier. Head right to encounter another Blob Thrower; there's no getting around this one. With the Beam Burst in your possession, you can now tear through these enemies with ease. Give it a try!

Continue through the door on the right end of the corridor.

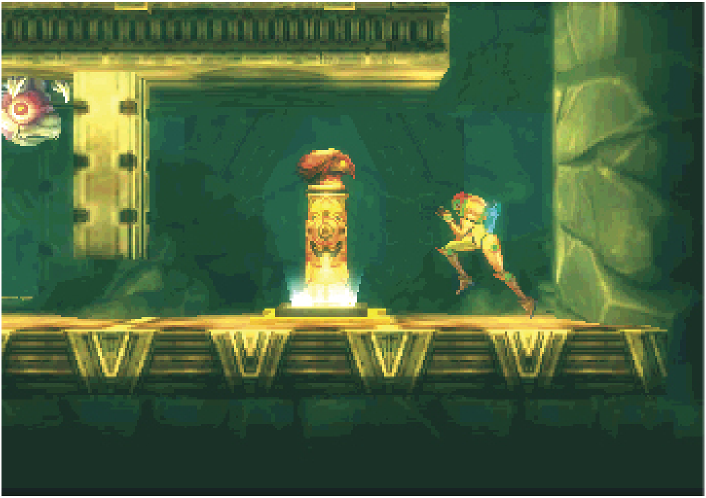




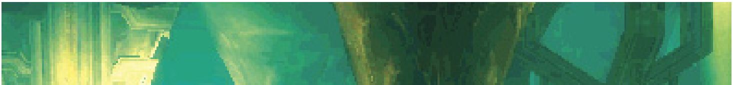
③ Don't take the elevator in this next room yet. This area is divided into two parts: top and bottom. If you venture deep enough into the bottom, you may have quite the task getting back out. Instead, head to the right and look up. Those steel orb-shaped objects can only be destroyed by your Beam Burst. Fire away to clear out the first and second ones, then jump up into the Morph Ball passage and follow it out to its other side.

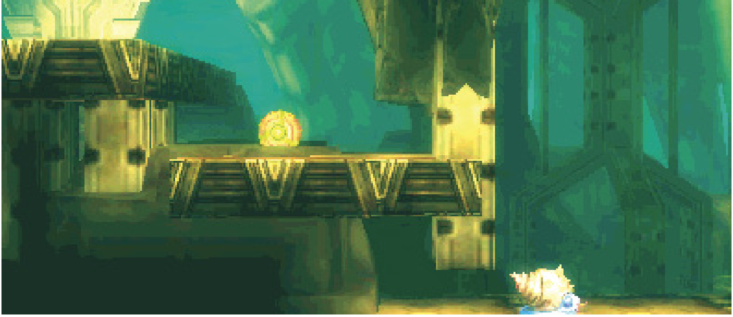
Head up and through the door on the left.

A WELL-GUARDED RECHARGE STATION



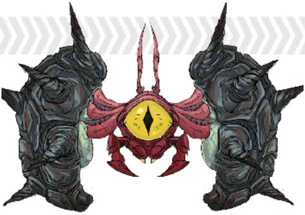
Before heading through the door on the upper-left corner of this room, take a trip to the right side to find an Ammo Recharge Station.





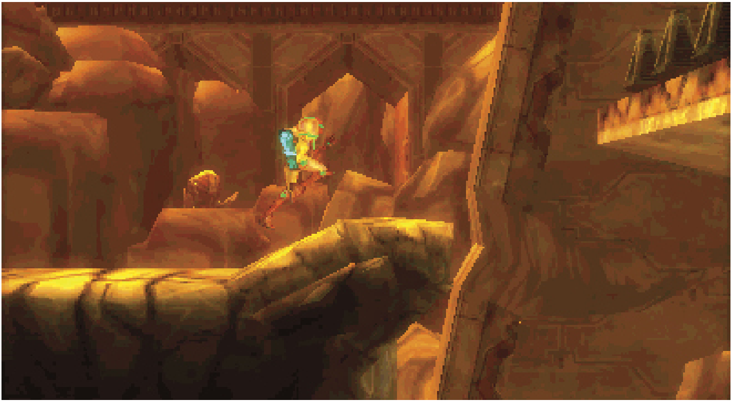
The path through this room is fairly linear, with all diverting paths obstructed by those red-light Blocks you saw in Area 2. Follow the path to a dead end. Of course, dead ends are rarely dead ends in this game. Turn into the Morph Ball and roll into the little nook on the right to fall through a Pit Block.

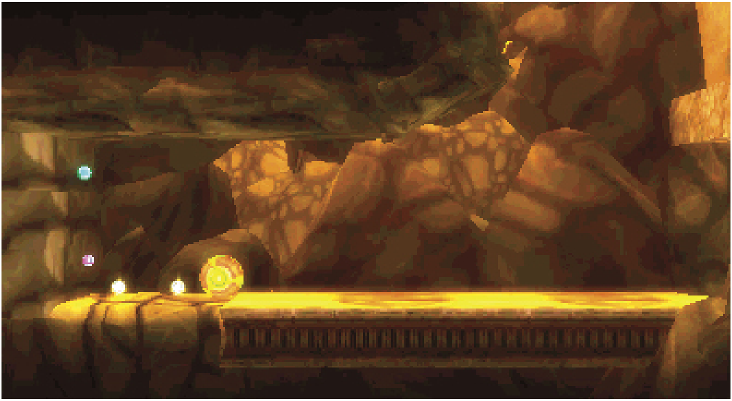
HALZYN



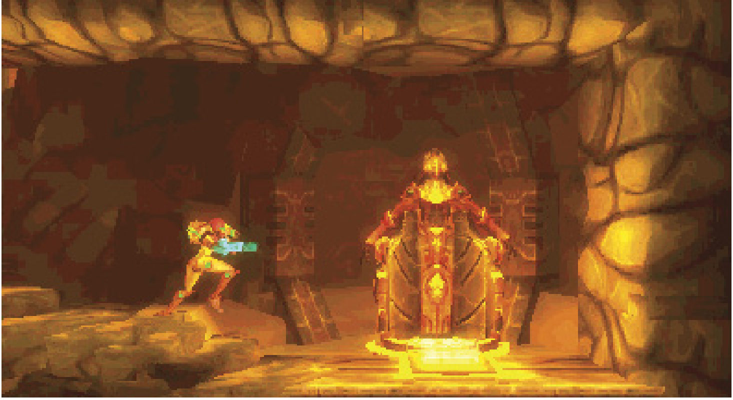
Halzyns do one thing and one thing only: smash. They move back and forth horizontally and attempt to smash you, be you above or below them. Their predictable behavior makes it easy to determine when they're going to strike, but that doesn't mean they're easy to dodge. They come down at a speed that can catch even veteran bounty hunters off guard. Evasion is an effective tactic, but your safest bet is to take them on directly. When a Halzyn slams down to the ground, it opens itself to a Melee Counter. It comes fast, so keep that finger on the Melee button to nail it and avoid getting smashed into a fine paste.

Continue on through the door on the right side of the room.





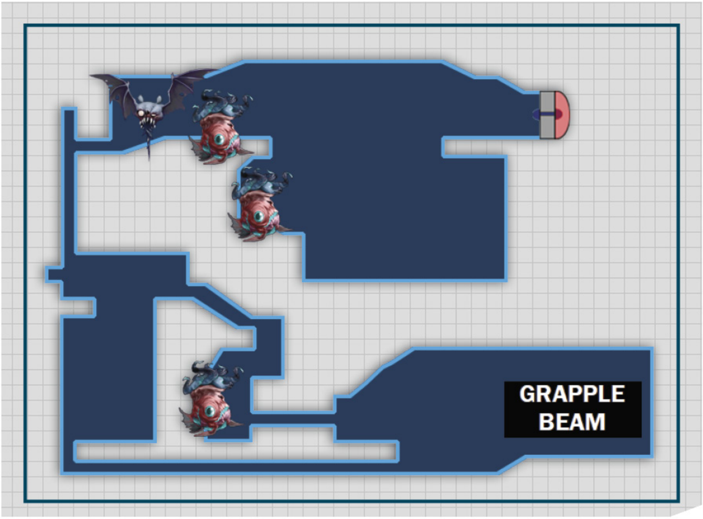
Proceed to the right until you reach a drop-off. Drop down and go left. Use Bombs to destroy the left wall, then head through the opening.



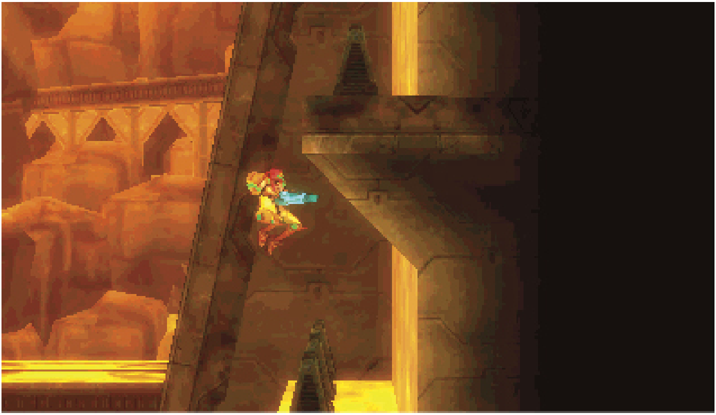
Follow the path to unlock the Teleport Station at the end, then double back and climb back out of the pit.

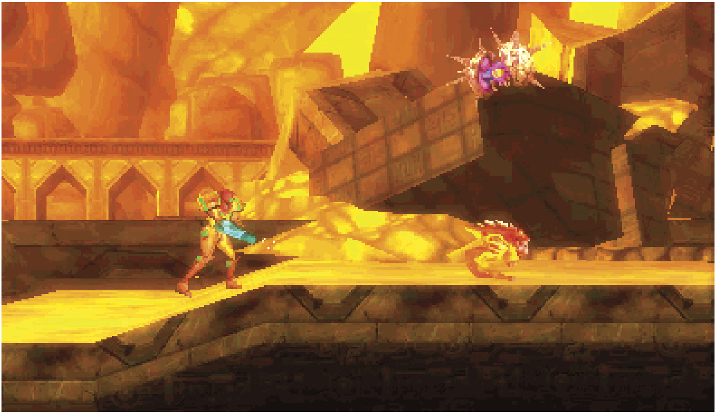
DEVIATE WHEN NECESSARY

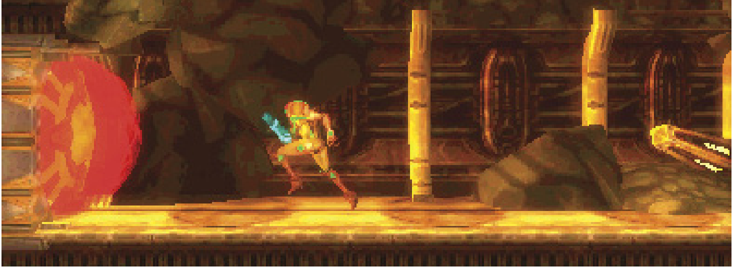
It's never a waste of time to go off the beaten path to unlock a Teleport Station. Having these stations unlocked means you can hop around the area—and the planet—effortlessly, saving time in the long run.



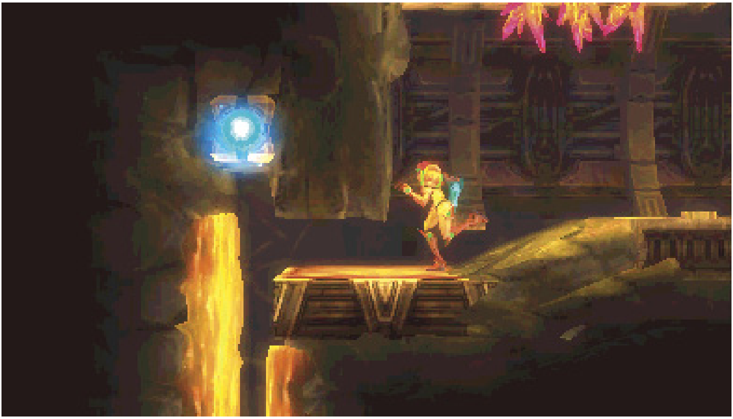
④ Once out of the pit, scale the wall to the right all the way to the top.



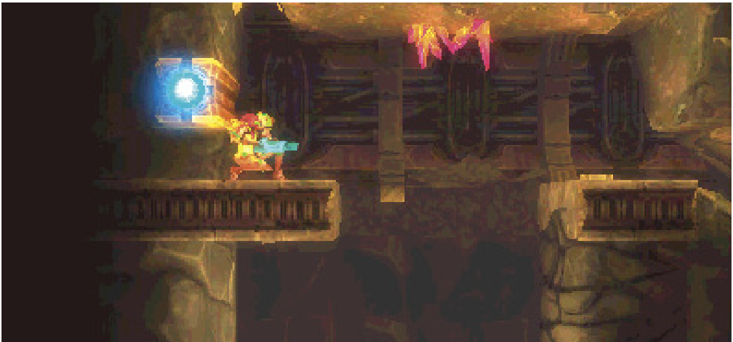


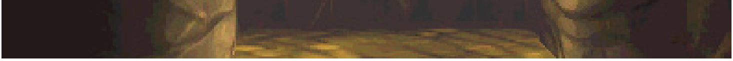


Keep heading right until you find another drop-off. Drop below and head through the Red Door on your left.

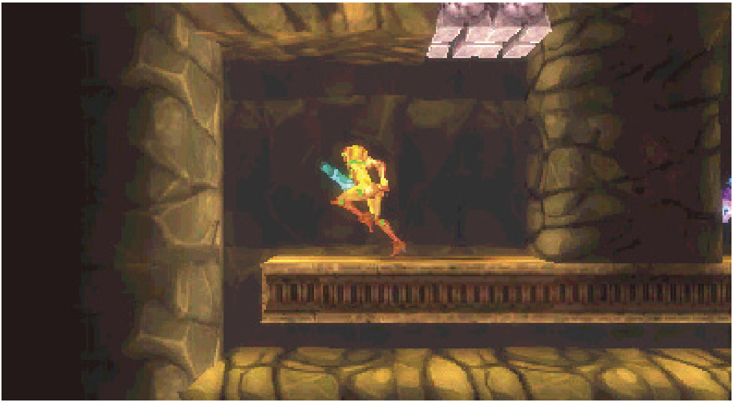


While this next room may look intimidating, with all its spiky growths, enemies, and those mysterious lit Blocks, it's quite simple to get through. Go left until you hit the wall.

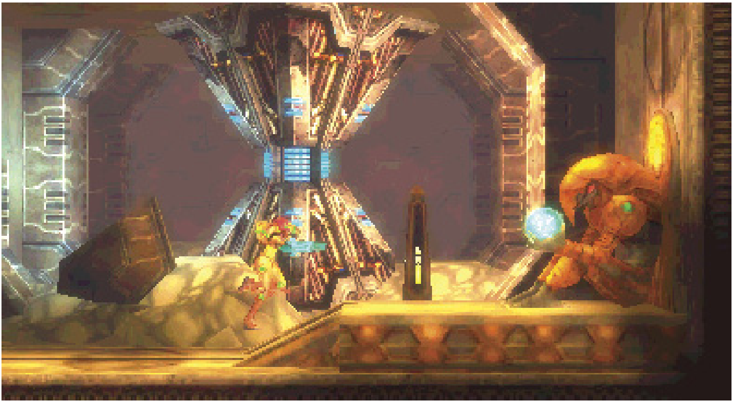




Drop into the hole on the left underneath the blue-light Block. When your feet touch land once more, proceed to the right.

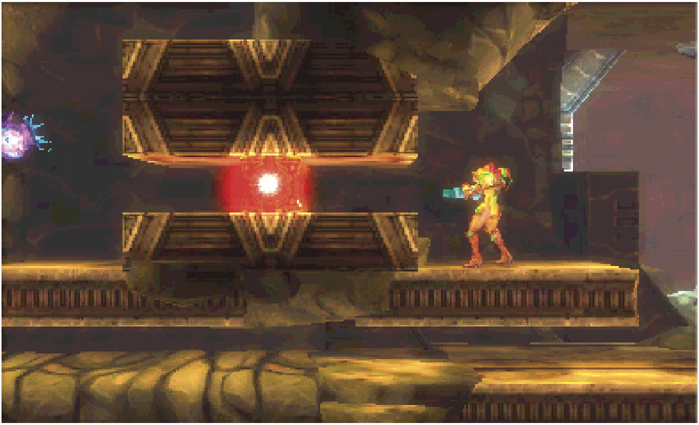


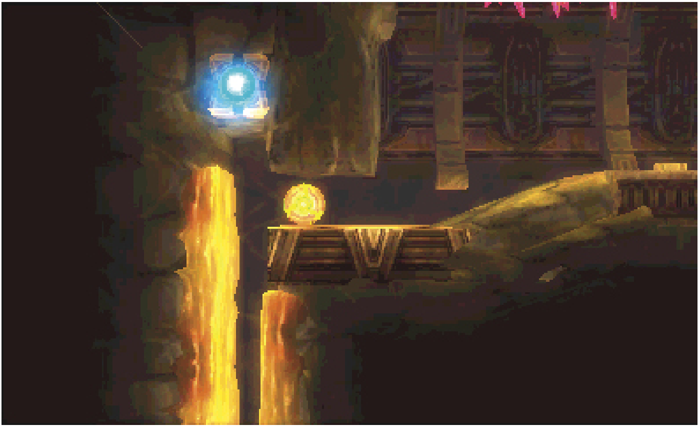
You drop through some Pit Blocks; don't panic! Head through the Morph Ball shaft below you and continue right.



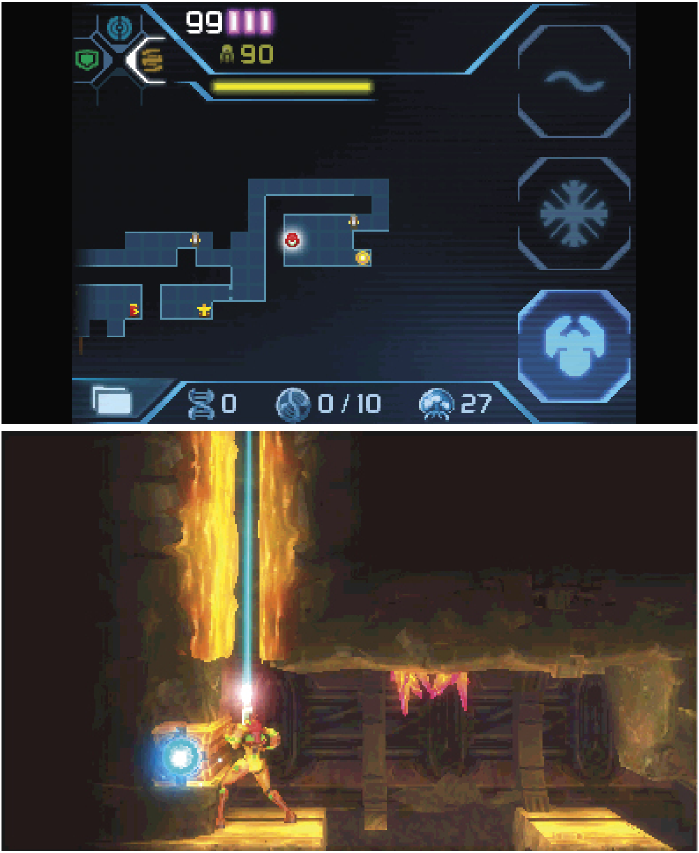
Once you reach the far-right side of the room, you find a new item: the Grapple Beam. This item allows you to grapple onto those blue-light Blocks (known as grapple points) to swing to previously unreachable locations. You also gain the ability to pull the Pull Blocks (the ones with red lights), destroying them entirely.

GRAPPLE BEAM: WHAT IS IT?

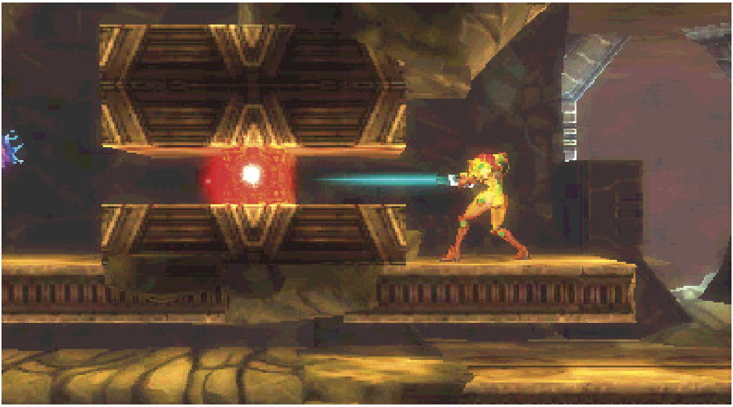




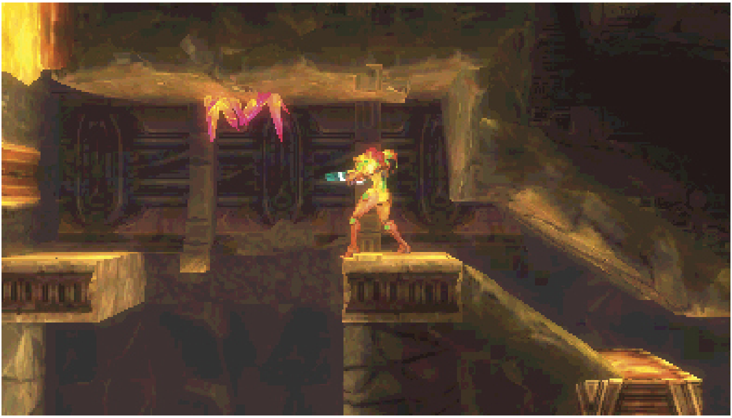
The Grapple Beam is more utility than weapon, though it can definitely be used as a weapon. It allows you to grab on to the red-light-adorned Pull Blocks and pull, or destroy, them. The Grapple Beam works at its full potential, however, when used on the blue-light Blocks, known as grapple points, usually found in room ceilings. Hooking onto a blue-light Block causes you to swing back and forth while grappled. Use Left and Right on the Circle Pad to increase swing speed, and use Up and Down to raise and lower yourself from the ceiling. You can also grapple onto grapple points horizontally, should the opportunity present itself. This causes you to be pulled quickly toward the grapple point, usually between lines of spikes and other hazards.

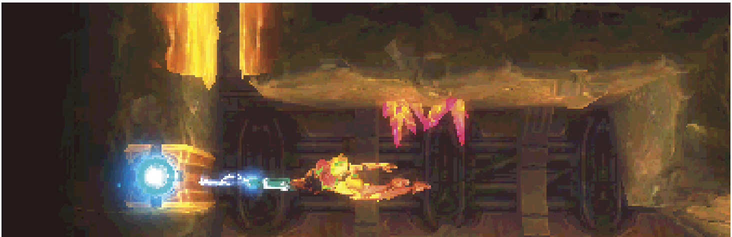


Equip the Grapple Beam by tapping the icon on the bottom-right corner of the touchscreen. The Grapple Beam is used automatically if you target a grapple point or Pull Block while using Free Aim. The target laser turns blue when you're targeting a grapple point, even if it's off-screen. This is a sign that the Grapple Beam will be used if you fire your weapon.

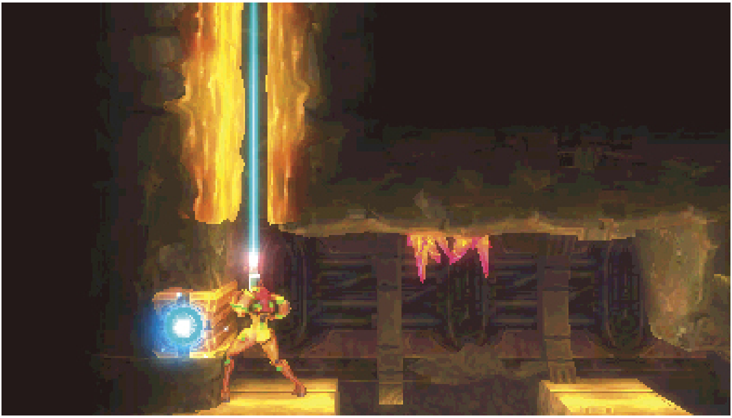


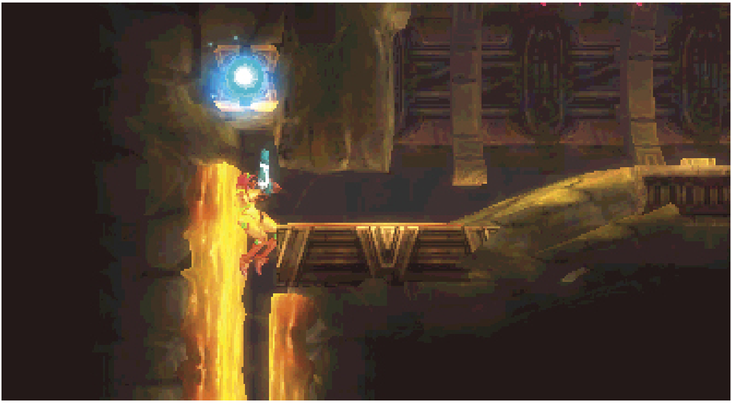
This room makes for a good instructor on the ins and outs of the Grapple Beam. Start by using the Grapple Beam on the Pull Block to the left of the Chozo Statue.



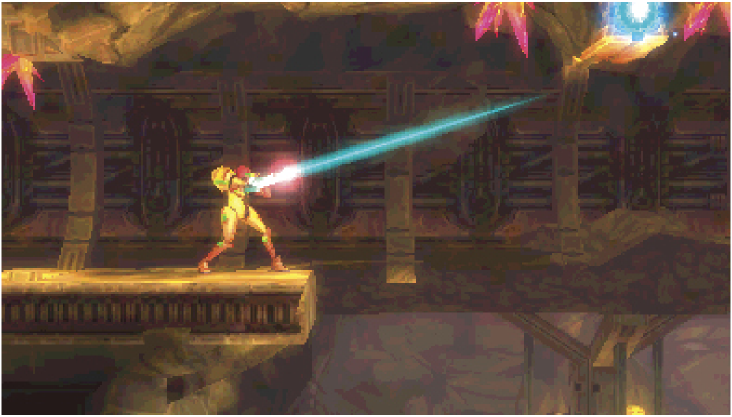


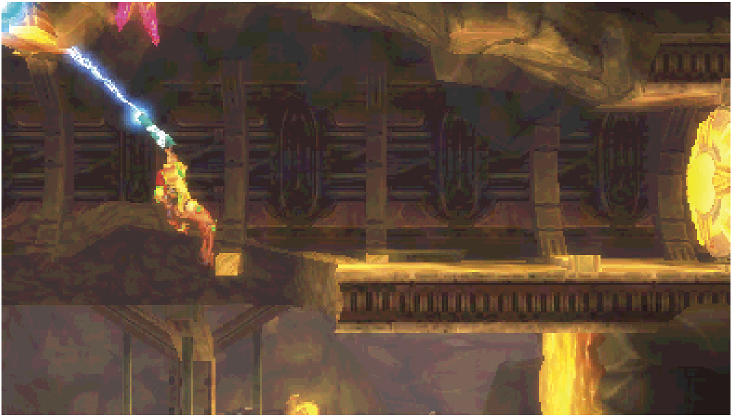
Pull the Block to destroy it, then move up to the ledge above the Pit Block pit you fell into on the way to the Grapple Beam. Grapple onto the grapple point on the other side of the pit to pull yourself across safely.



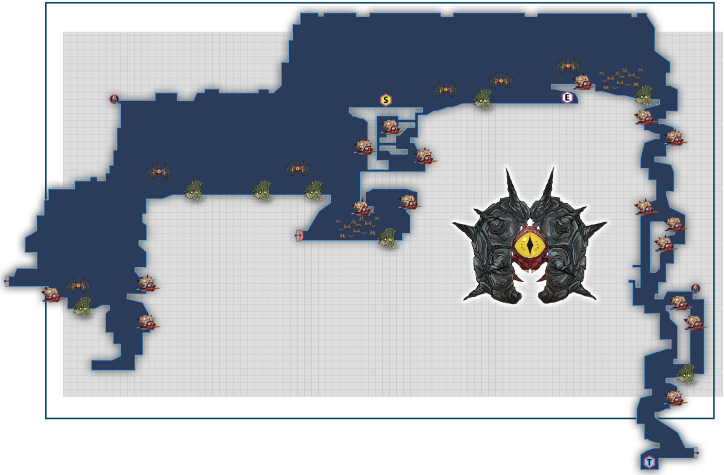


Free Aim straight up until the targeting laser turns blue, then press the Fire button to automatically use the Grapple Beam.

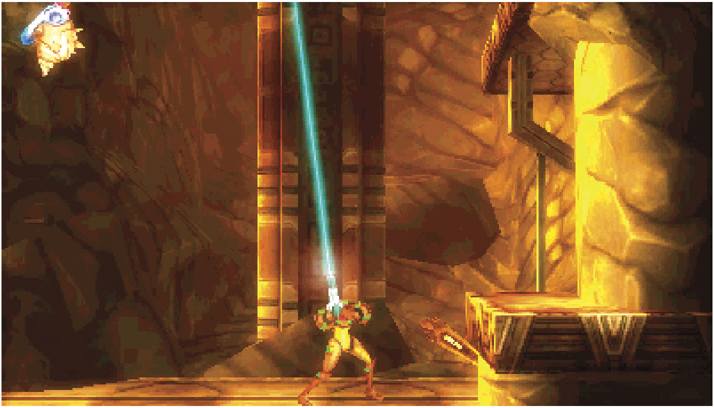


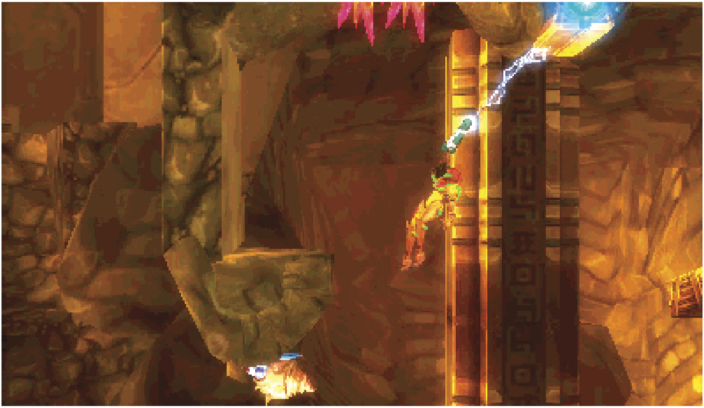


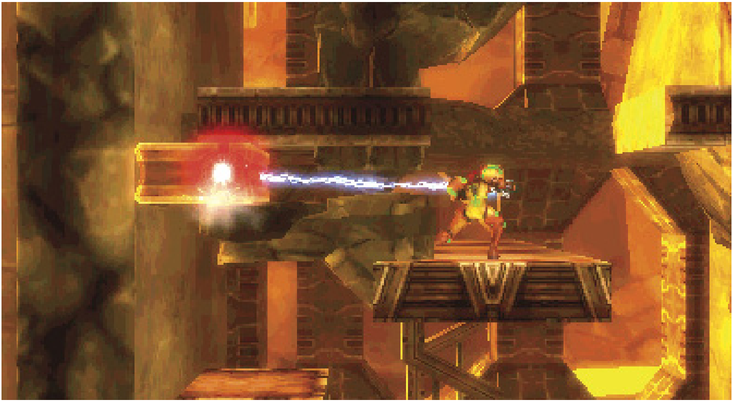
Head right, target the grapple point above the opening, and grapple onto it. Use Left and Right to increase your swing speed. When you're at the highest point on the right side of your swing, release the Grapple Beam to launch to the ledge on the right side of the room.



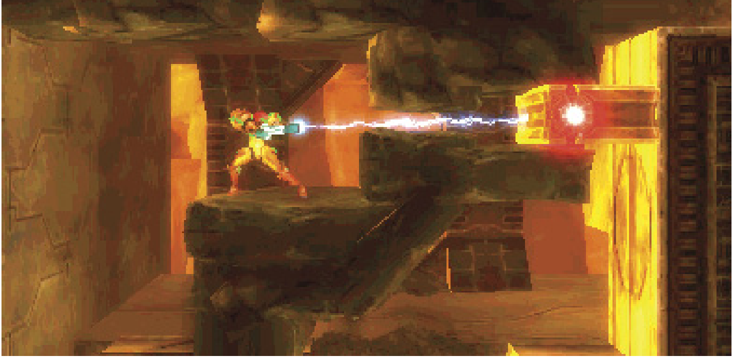
⑤ It's time to set out toward your next Metroid. Once out of the room, head right and align Samus with the pillar in the background. Free Aim upward until the targeting laser turns blue, then fire to grapple onto an off-screen grapple point on the ceiling. Use it to swing to the platform on the left, then Spider Ball around the platform until you reach an opening.



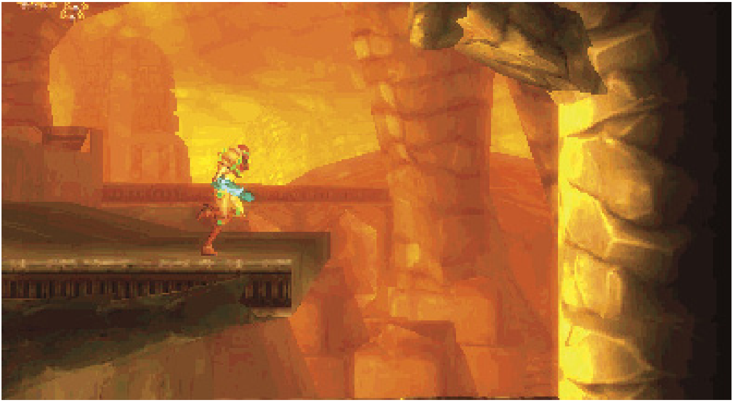




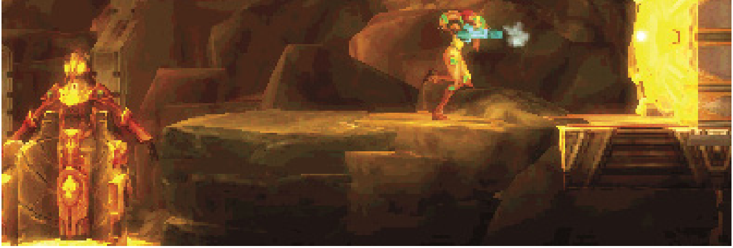
Roll into the opening and proceed up the right side of the corridor until you see another Pull Block. Grapple onto and pull the Block, then drop down and enter the opening you just created.



Climb to the top of this new passage to reach another Pull Block. Pull it, then drop back down and climb back up the right side of the corridor.

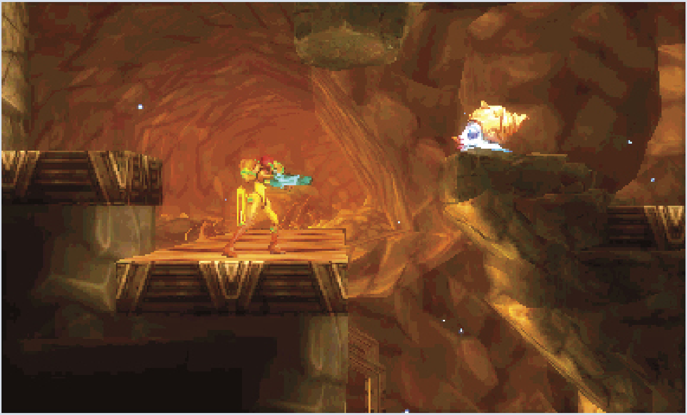


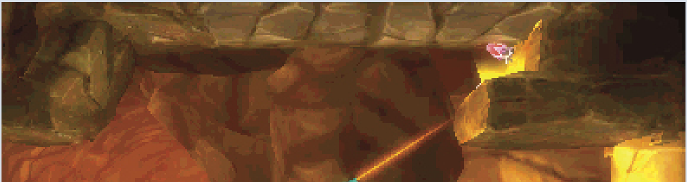
Go right to reach a dead end—the only way to continue is downward. Ignore the elevator on the way.

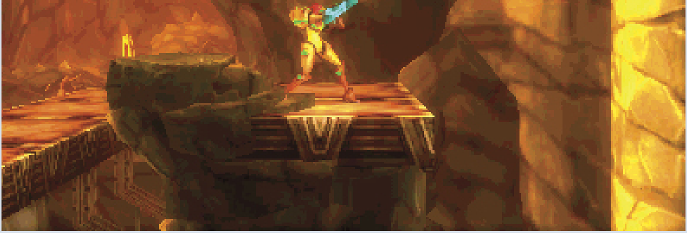


Drop all the way to the bottom of this corridor, then head through the door on the right.

MISSILE TANK M-23

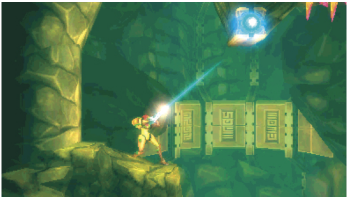


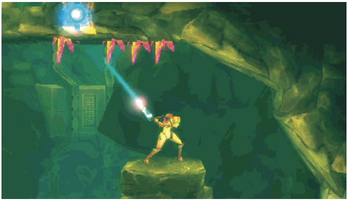


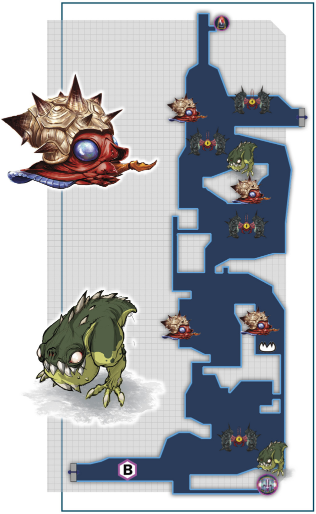


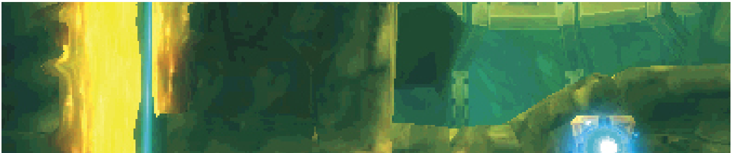
About halfway down ⑤'s corridor, you can find a Missile Tank by jumping onto the platform to your right and then to the Missile Tank itself.

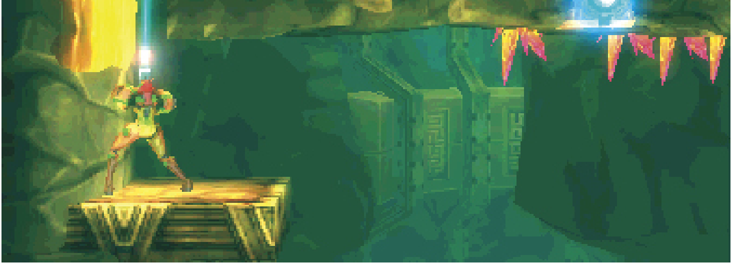
⑥ In this next room, head right, then jump onto the upper-left platform. Use the grapple point in the center of the ceiling to swing to the right side. Use the Grapple Beam to pull the Pull Block, then Spider Ball around and up the platform you're on.

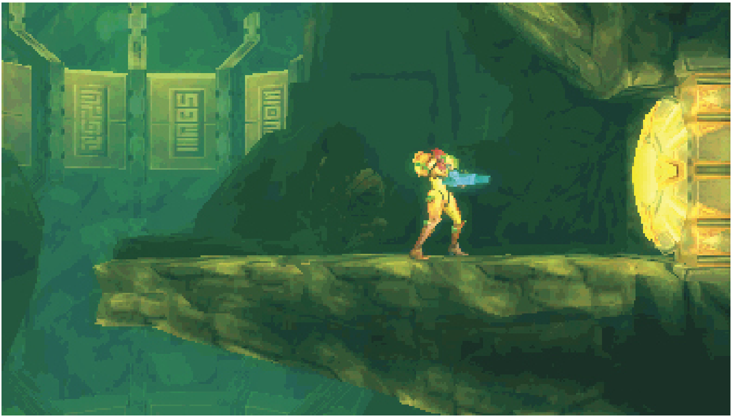




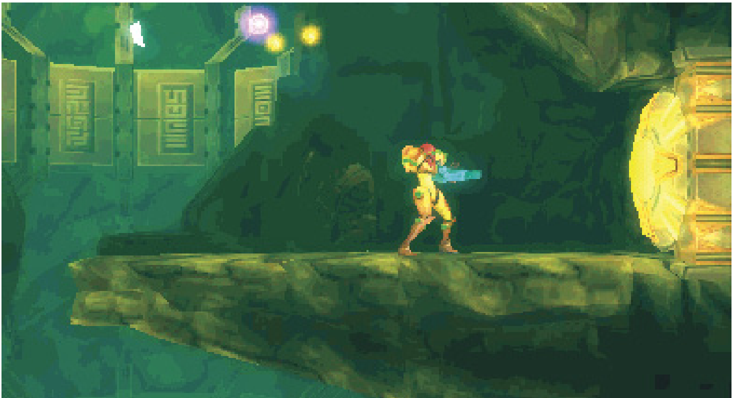








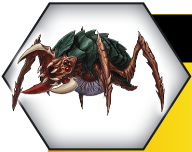
Use the grapple point to swing to the left side of the room, then Free Aim upward and use the off-screen grapple point to pull yourself up.



From here, Spider Ball up the right wall to reach the door at the top of the corridor.

NO BACKING DOWN

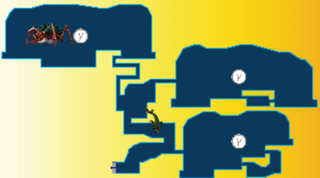
Once you encounter the Gamma Metroid in this small cluster of rooms, you can’t escape until the Metroid is defeated.



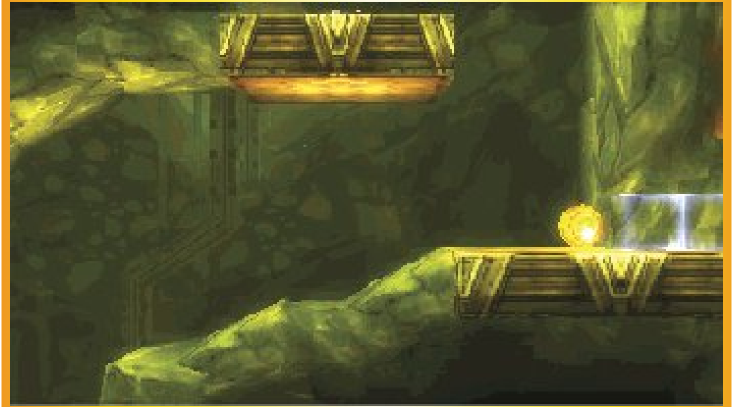
GAMMA METROID (RUNNER)

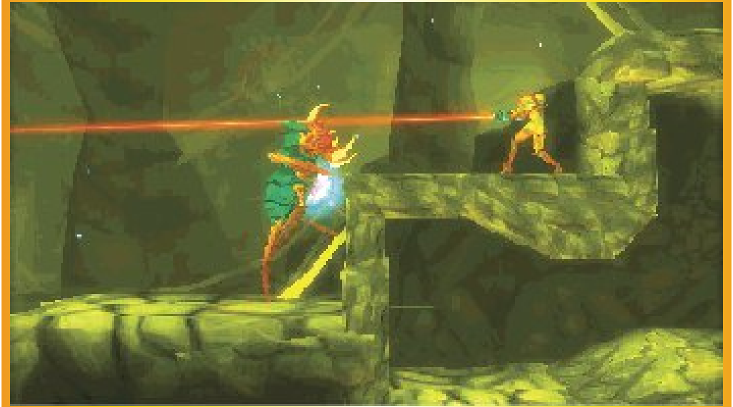
14/40

This Gamma presents a much different fight from any of the Metroids you’ve fought before. As soon as you step through the door leading into this main corridor, you’ve essentially engaged in the fight.



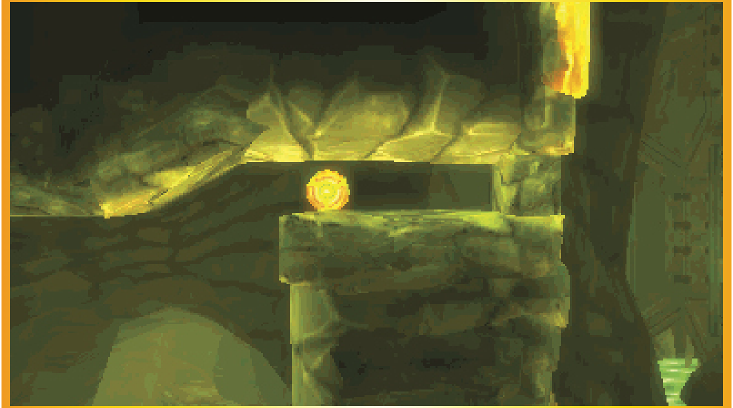
Three separate rooms are attached to this main corridor. The Metroid is hiding in one of them. After you deal it enough damage, it runs off and enters one of the remaining two rooms.

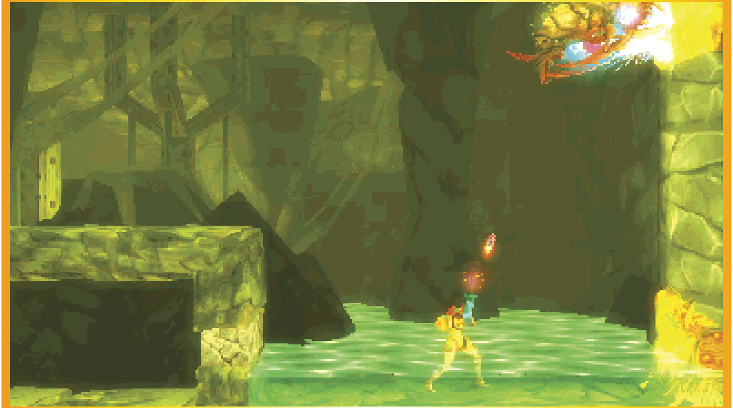




The entrance to the first room is in the square above the bottom-right corner of the main corridor.

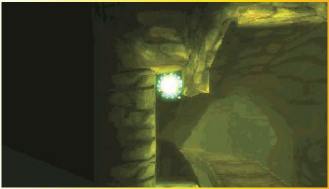
This room is made up of giant steps, which make for a tough fight. There isn't a lot of safe space on the right, and if the Gamma decides to perform its electric tackle from your right, it can sail as far as it wants to the left side of the screen. It can be hard to dodge if you jump to either side of the room.

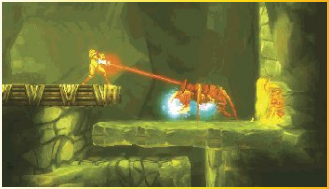




The second room features the most obvious entrance. Climb up to the top of the main corridor and destroy the Bomb Block at the end of the small Morph Ball passage.

This room offers much more favorable conditions for the air fights, but can be troublesome for ground combat. Pools of water bookend the center platform, so if the Gamma comes after you or decides to electrify the floor, there's nowhere to go but in the water.



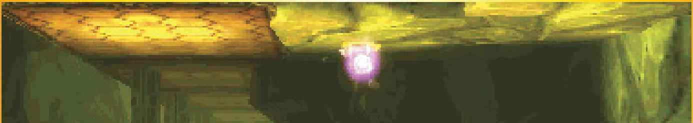


The third and final room can be found on the end opposite of the second room's entrance. Place a Bomb in the small opening on the top-left side of the corridor to create a way in.

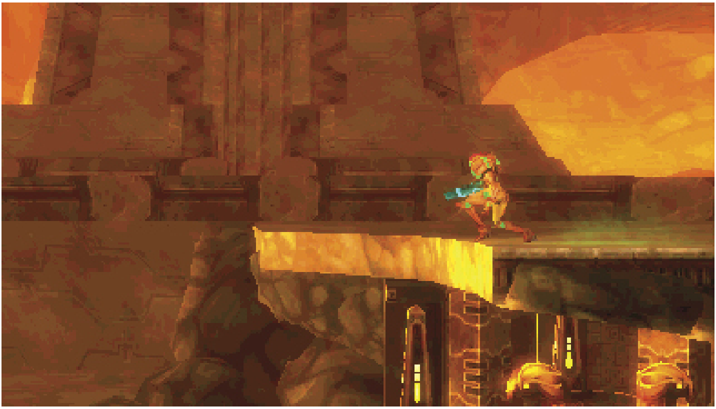
This room presents the most favorable conditions. Its layout is similar to the second room, but without the water. Unfortunately, by the time you reach this room, the Gamma is basically as good as done.

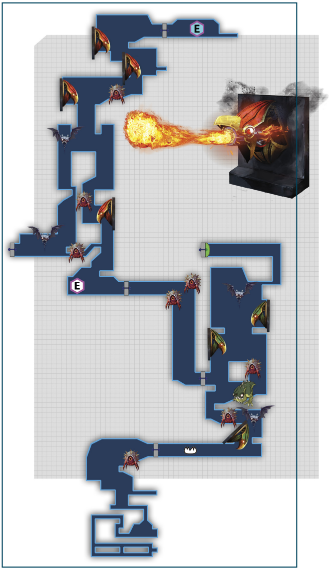
Use your Metroid Radar to determine which room the Metroid starts in. This Gamma fights exactly like the first one you faced, apart from the fact that this one runs away. Expect the same attacks and success in the same strategies you used last time.

If you find yourself low on health and ammo, return to the main corridor and destroy the Rock Icicle to refill your resources. It's a slow process, but it works in a pinch.



⑦ With the defeat of this Metroid, consider yourself finished with this section for the time being. There are still items to grab, but you don’t currently have the necessary tools to obtain them. For now, backtrack to ⑤’s corridor, then climb it all the way back to the top. Head left for a short trip to an elevator. Use it.

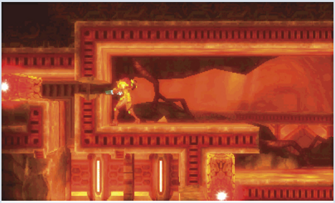


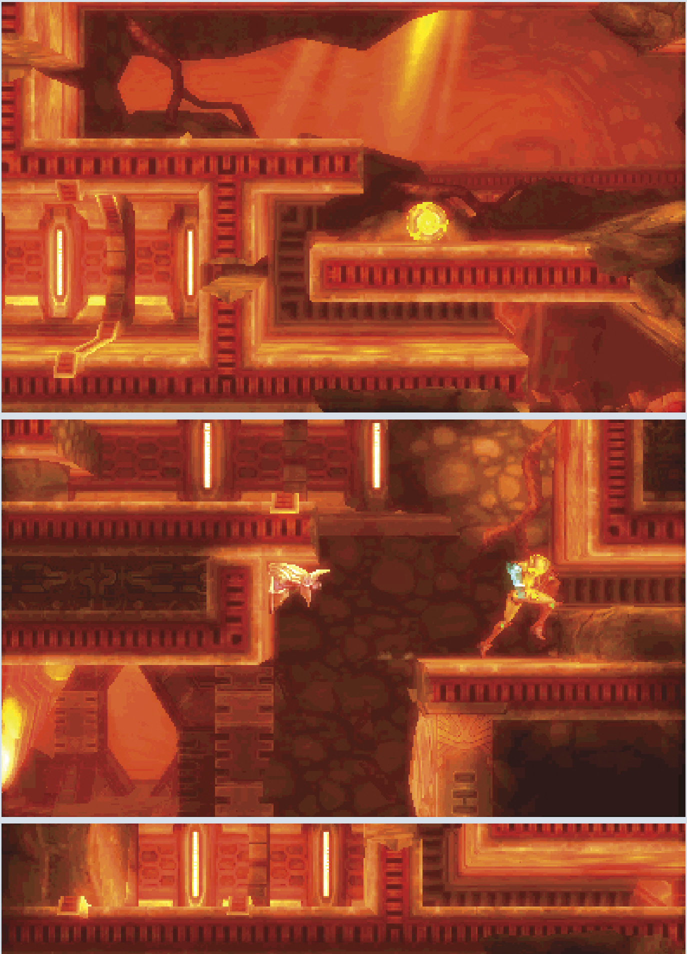


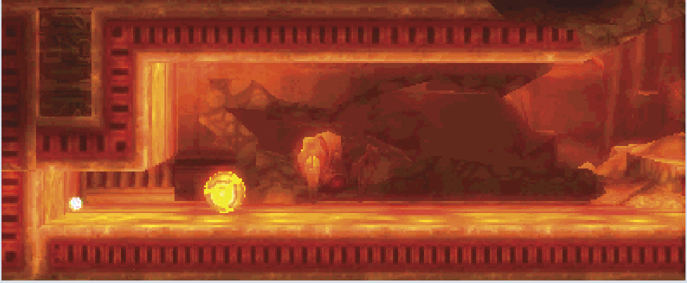
⑧ Once down the elevator, head left and drop all the way to the bottom of the corridor. Stick to the right side to avoid any needless slowdowns. At the bottom, take the door on the right.

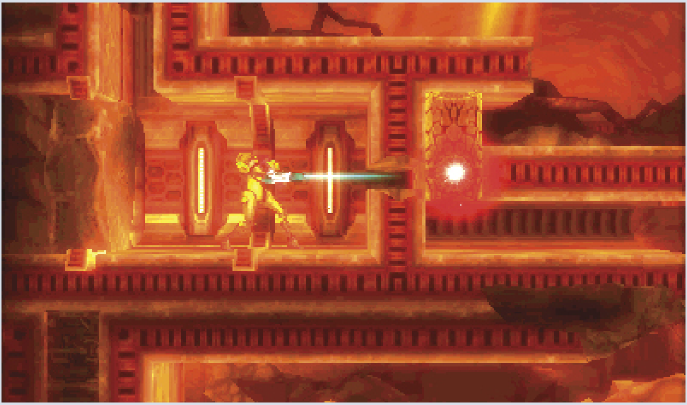
AEION TANK A-2

After using the elevator, instead of going left to reach ⑧, head right. Follow the path to a small opening with a Pull Block ahead of it. Use your Grapple Beam to destroy it, then backtrack to the elevator.







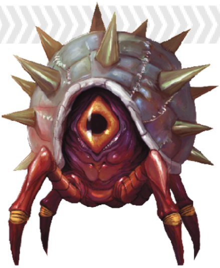


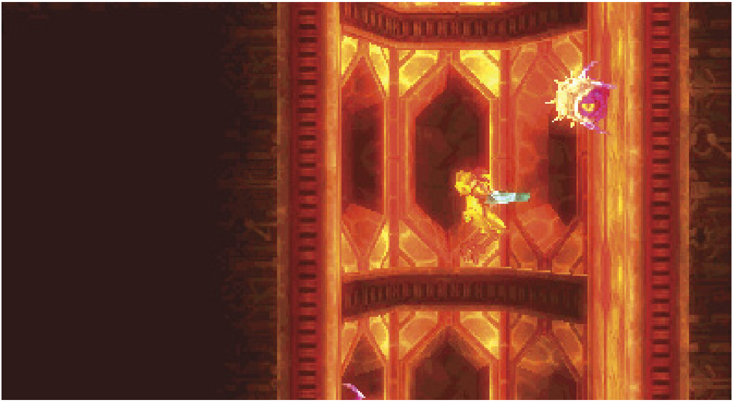
Head left of the elevator and drop down the corridor a few feet until you see a Morph Ball shaft. Enter it and destroy the Pull Block on the other side.

Backtrack past the elevator. Destroying the Pull Block opened a Morph Ball shaft for you. Roll through and get to the bottom-left corner of the room. Bomb the Block in the left corner to open a passage to the Aeion Tank.

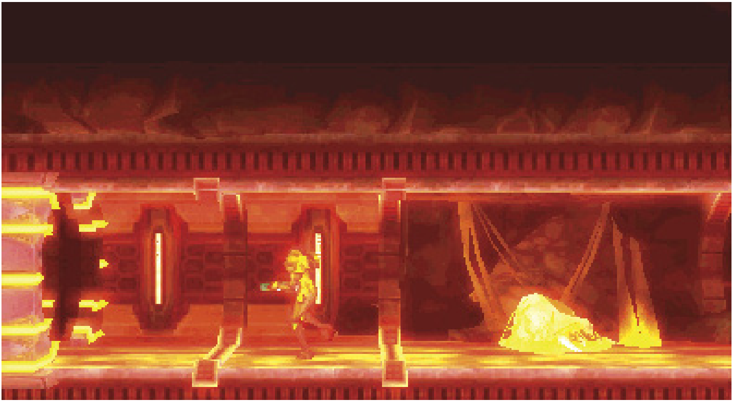
RAMULKEN

These shelled creatures are what you'd get if you mixed a Halzyn with a Gravitt. Ramulkens scuttle around peacefully until approached by a creature they perceive as a threat—Samus, in this case. When that happens, they quickly enclose themselves in their shells and begin spinning rapidly, then let loose in the direction of their enemy. They move pretty fast, so watch out. Listen for that telltale click of a counterable attack.



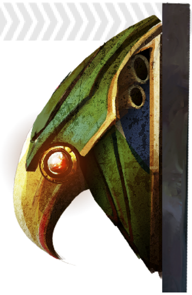


Drop down the shaft in the next room while staying in its center. There are Ramulkens on either side of the drop; sticking to the center helps you avoid taking unnecessary damage on the way down.

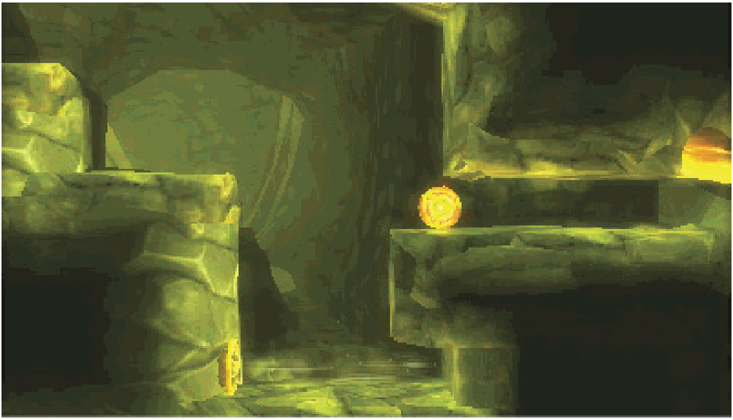


Make your way down the next room and take the door on the left.

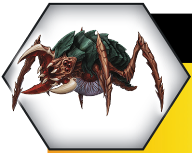
FIREBALL WALLFIRE



On your way through this room, you encounter another facet of the Chozo's security system: the Fireball Wallfire. Instead of spitting a stream of flame for a set amount of time, these enemies spit balls of fire continuously. Either time your movements to their fireballs, or destroy them outright. Thankfully, unlike the Black Wallfire, these security machines can be destroyed with a handful of missiles. Use this tactic whenever you encounter them.



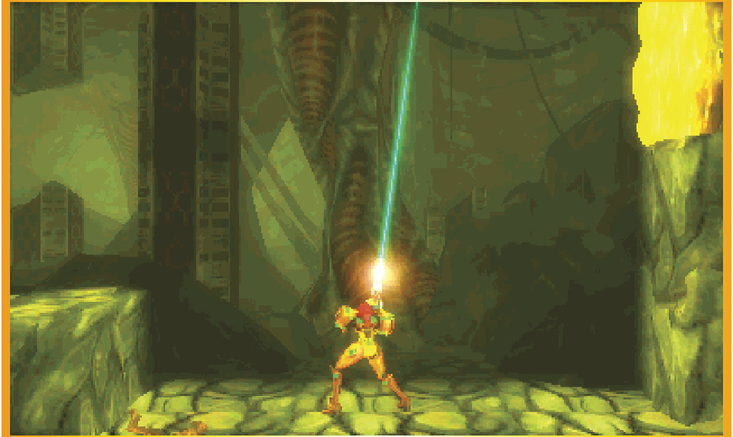
Drop to the bottom of the next corridor to find a fan and a Morph Ball hole. Head through the Morph Ball hole on the right to reach the Metroid chamber.

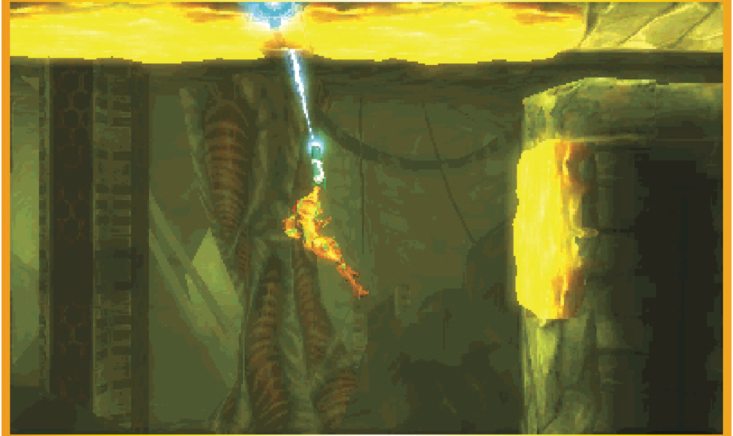


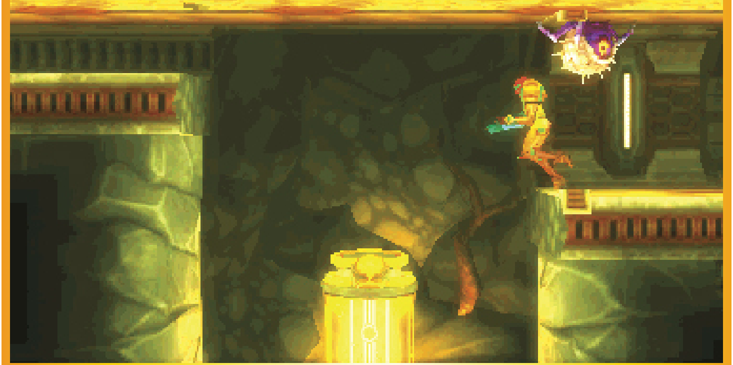
GAMMA METROID (HIDER)

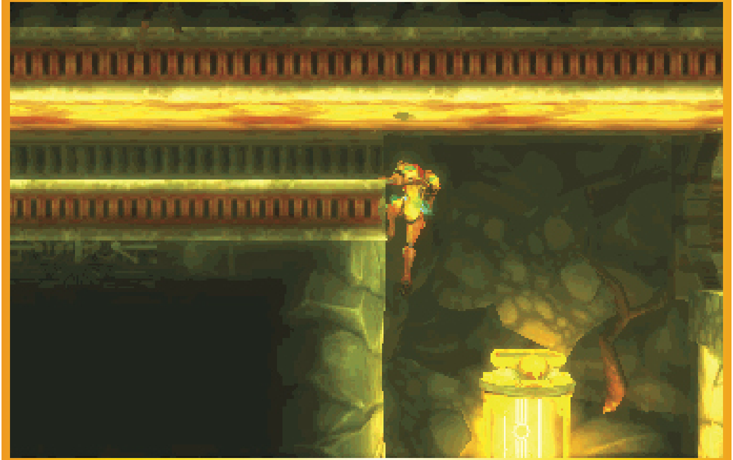
15/40

Like the last Metroid you fought, this one comes with a twist. Moving to the center of the chamber doesn't start the fight like you've come to expect. That's because this Gamma is hiding and needs to be flushed out of its hole before it takes you on directly. It's not a difficult process, but it takes a bit of time.

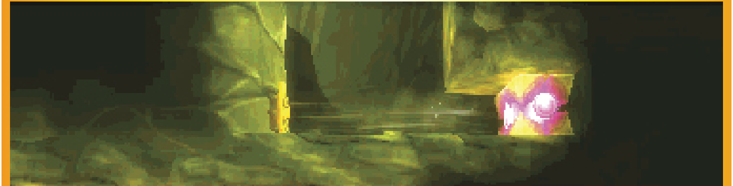


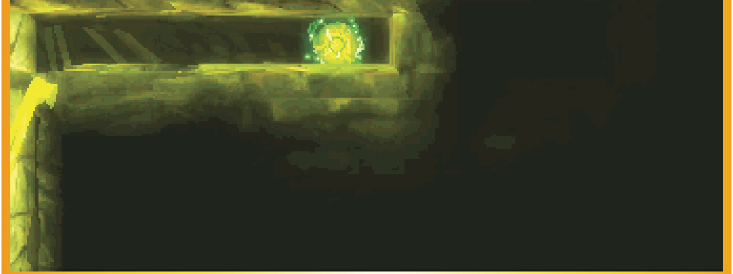


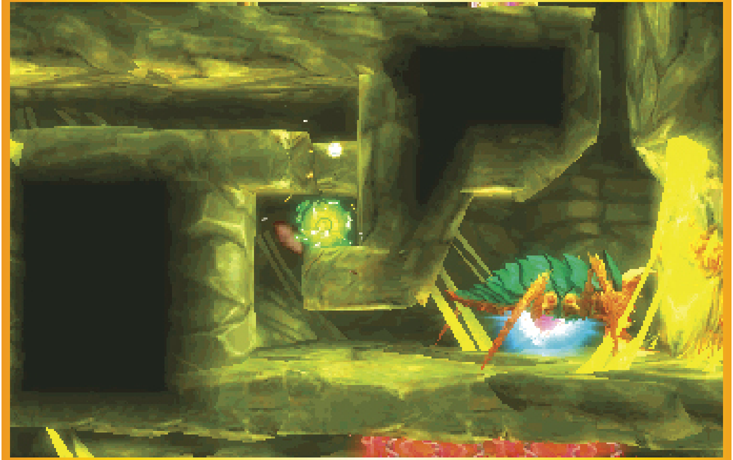




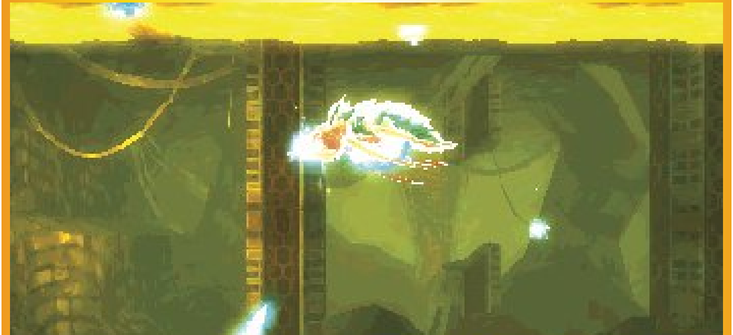
Start by heading to the right side of the chamber. From there, jump to see a grapple point above you. Grapple onto it and use it to swing to the small opening on the upper-right corner of the chamber.

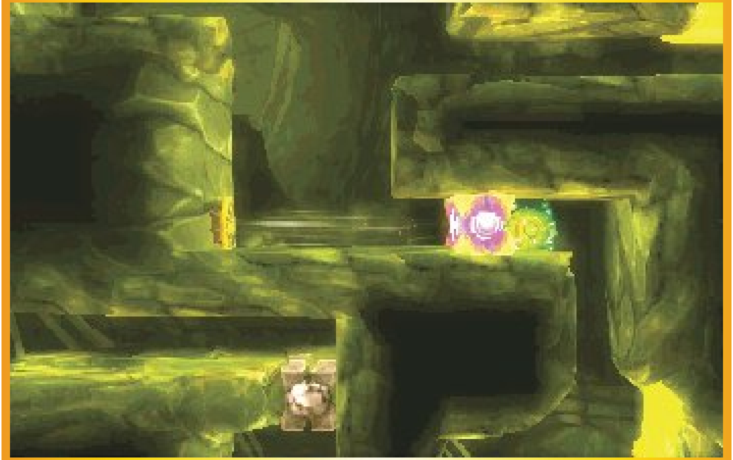






Continue until you reach the Save Station. There's an opening below the device, but ignore it for now. Instead, jump up and crawl into the upper-left opening.

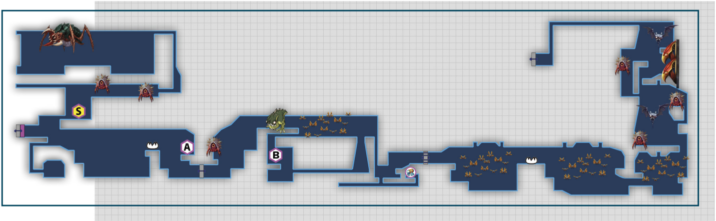




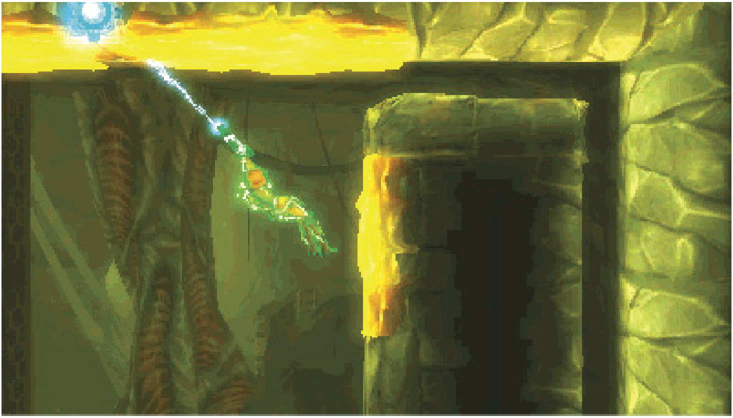
Follow the path until you're below the fan that you passed just before entering the Metroid chamber. Roll to the right end of the path to fall through a Pit Block into the Gamma Metroid's nest.

The Metroid leaves its hole and enters its chamber proper, which means you just need to get there to fight it. Jump or Spider Ball up and destroy the Bomb Block in front of the fan's air current. Head through the Morph Ball hole on the right, and the fight begins.

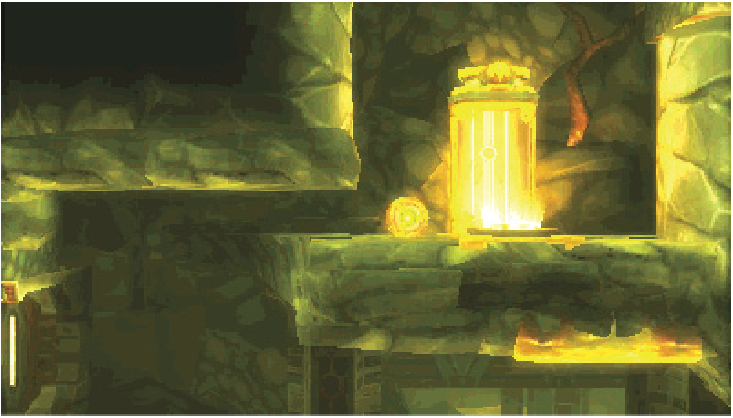
This is a standard Gamma fight. There are no tricks in this chamber aside from a slightly lowered ceiling. Stay near the left or right wall to avoid any ceiling-related inconveniences.



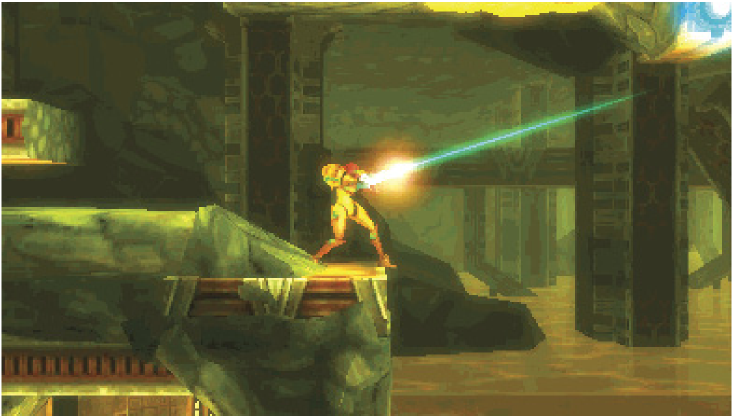
⑨ Two other Metroids await near the hiding Gamma's chamber—one to the left and one to the right. Start by eliminating the one on the right, since that one takes much longer to reach and its path terminates in a dead end.



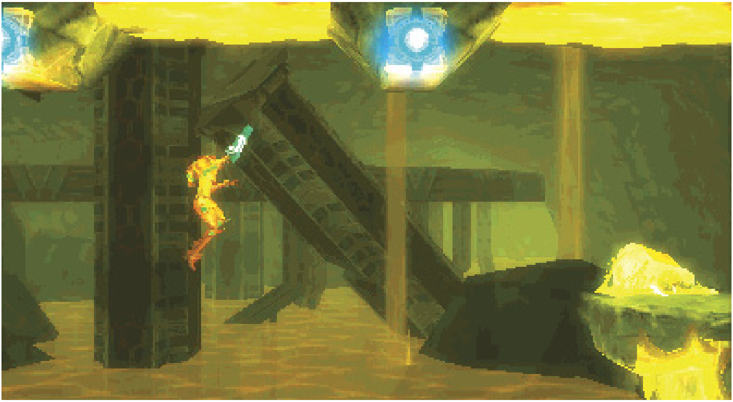
Use the grapple point on the upper-right side of the Gamma's chamber and follow the path until you return to the Save Station.



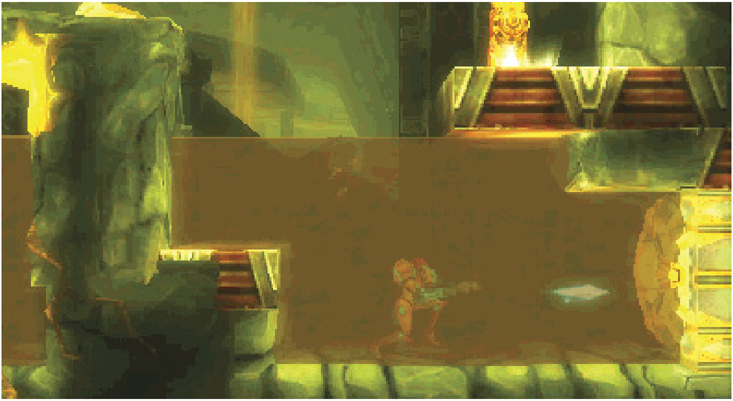
Roll through the lower hole to the left of the Save Station.



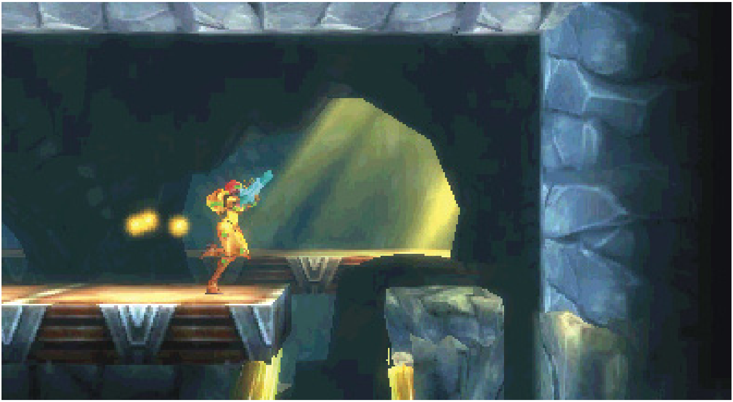
Ignore the Taramarga-covered door for the time being and instead go right. Find a pair of grapple points suspended over a pool of water. To cross the water, grapple onto the first grapple point, then transition midair to the next Block.



At a technical level, all you need to do is Free Aim diagonally up and to the right, then fire as soon as you release the Grapple Beam from the first grapple point. In practice, this can be more challenging. Keep at it to eventually make it across the pool.



Once you're on the other side, drop below the Ammo Recharge Station and head through the door on the right.



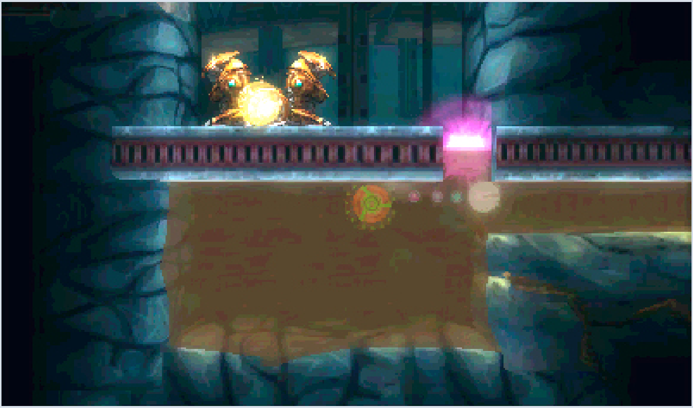
Continue until you see two pits ahead: the first covered in that slippery yellow goo, the second a bit ahead of the first. Ignore the first pit and jump directly into the second.

Take the Charge Door on your right.

Area 3

Area 3 : part II

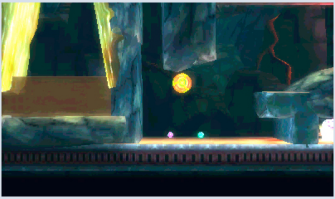
AEION FILL-UP

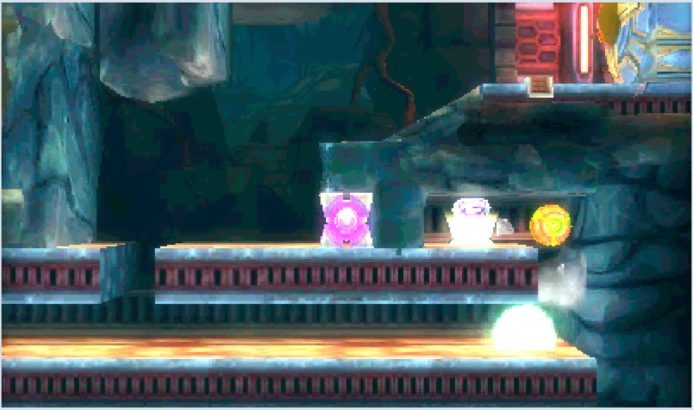


If your Aeion Energy bar is a bit low, drop down the first pit and head left. Destroy the Blocks to the right of the Big Aeion Orb to gain access and refill your Aeion Energy.

ENERGY TANK E-4

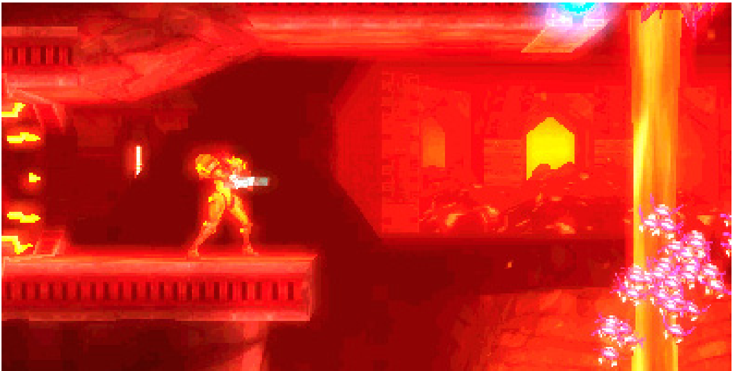
You'll almost certainly notice the Energy Tank below the door at the end of this room. At first glance, it looks easily accessible with some well-placed Bombs—your instincts are not wrong, but whoever left this Energy Tank here was two steps ahead. Instead of bombing the Blocks to the left of the Energy Tank, place a Bomb slightly right of the left wall.



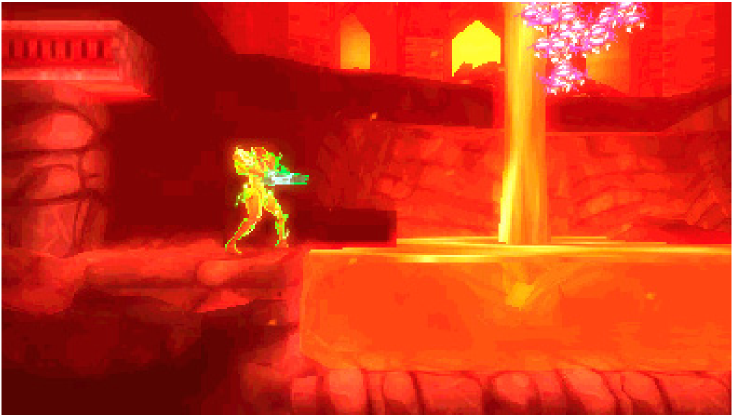


Drop into the opening and roll to the right. Bomb the Block on the right end of the passage to open the path to Energy Tank E-4.

You must perform more midair Grapple Beam transitions in this next room, but this time instead of water, you do it over lava.

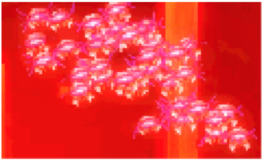


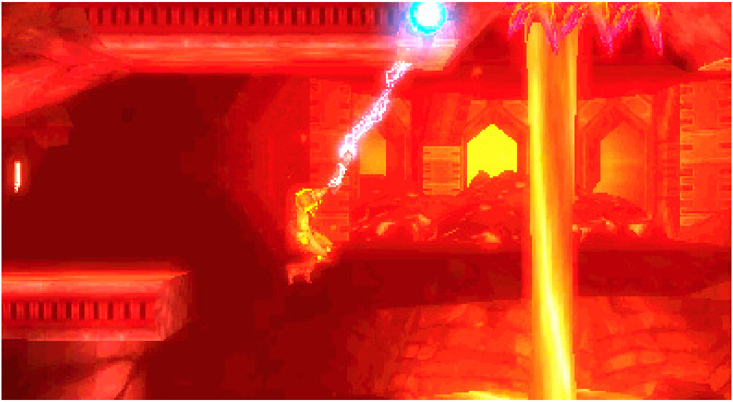
Before attempting to cross the lava pit, drop to the platform at the lava's edge and turn on your Lightning Armor. A swarm of Mumbos is flying back and forth above the lava, and they likely aren't visible right after you enter the room. Wait for them to fly your way, then use your Lightning Armor-amped melee attack to defeat them. You can also turn on your Lightning Armor and grapple over the lava, but taking this bit of extra time refills your resources rather than burning through your Aeion Energy.



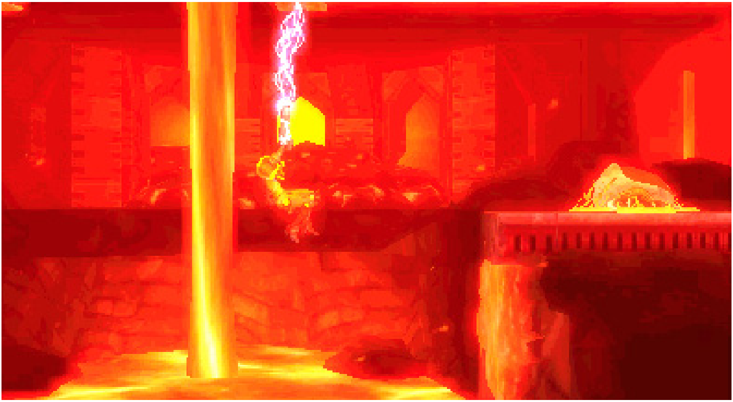
MUMBO

These pack animals are rare and generally harmless unless you get in their way. Like other swarming enemy types, Mumbos are excellent sources of health, Aeion, and ammunition. Turn on your Lightning Armor and melee away to obtain an abundance of resources.

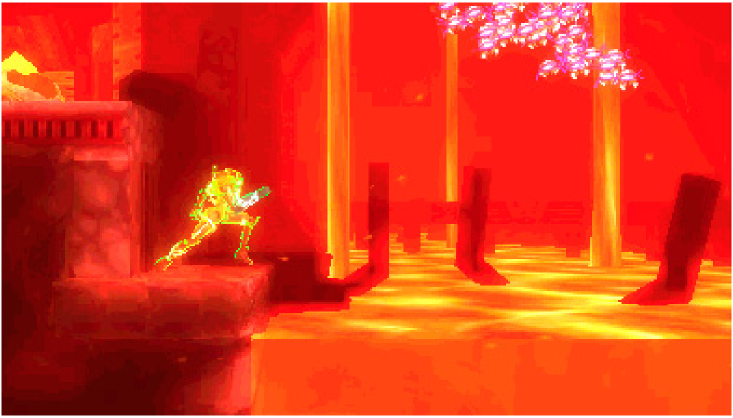




Once the Mumbos have been cleared, you're free to attempt the lava crossing. Remember your experience with the midair transition in the water room a few rooms back. As soon as you release the Grapple Beam from the first grapple point, immediately hold the Circle Pad up and to the right, activate Free Aim, and fire.



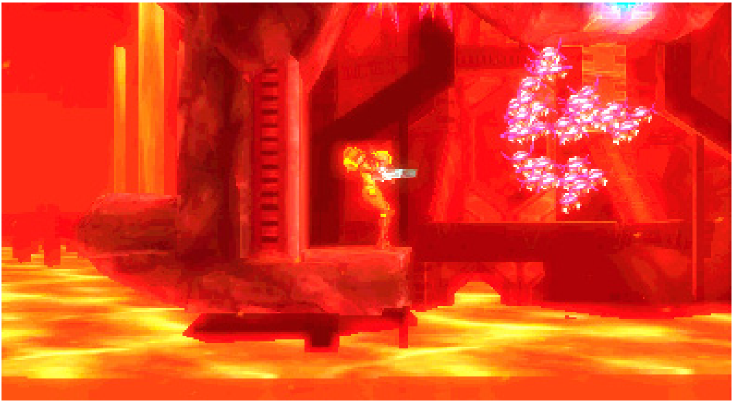
If you fall in the lava, don't panic. Continuously jump to mitigate the amount of damage you take while you travel back to the left side of the room.



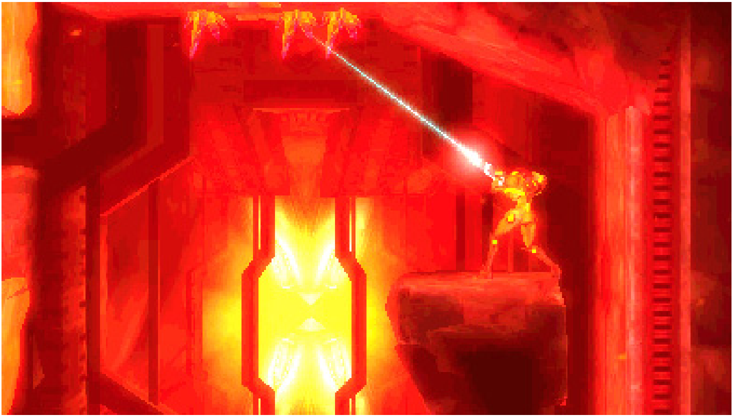
Once you set foot on the landing on the other side of the lava pool, prepare to repeat that entire process. There's a second pool of lava with another pair of grapple points, and as before, a swarm of Mumbos needs to be dealt with before you cross.

TAKING A DIP?

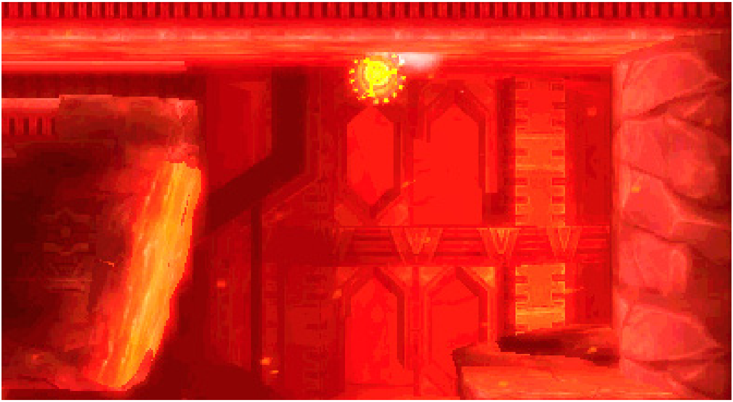
If you fall into the second lava pool, instead of racing back to the landing on the left, press on ahead to the right side of the room and onto the right side of the platform above the shallow part of the pool.



Use the Spider Ball to wrap around to the right side of the platform after grappling across the lava pool. More Mumbos are there to greet you, so dispatch them before carrying on.



There's one more grapple point to grapple across before you get away from all this lava, then you're home free. Once across, climb upward while hugging the right side of the room. You reach another grapple point. Thankfully it's just one and there's no lava lying in wait below you. Swing to the left, grab hold of the ledge, and pull yourself up.



Climb to the top of the room and either Spider Ball or jump for the ledge to the upper left of your position.

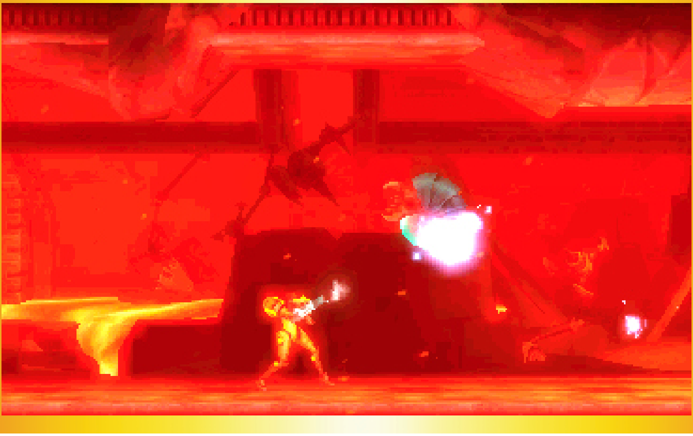
Follow the left path to eventually reach the door to the next Metroid chamber.

ALPHA METROID

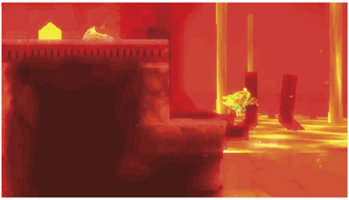
16/40

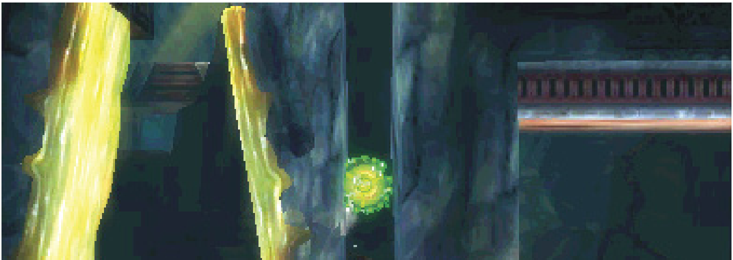
After the last three Gamma Metroids, an Alpha should practically be a relief.

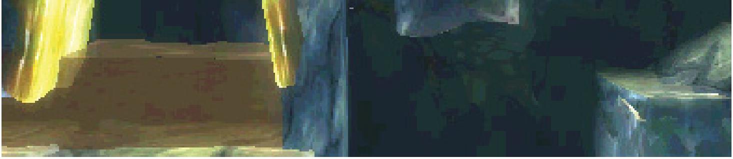
The chamber features a flat floor with a relatively low ceiling. The ceiling arcs a bit in the center, so fighting there is your best bet. Hit the Alpha with a charged-up Ice Beam shot to encourage it to perform its counterable attack. You can end this fight with a counter and a few bonus missiles, so consider this tactic to wrap things up quickly.



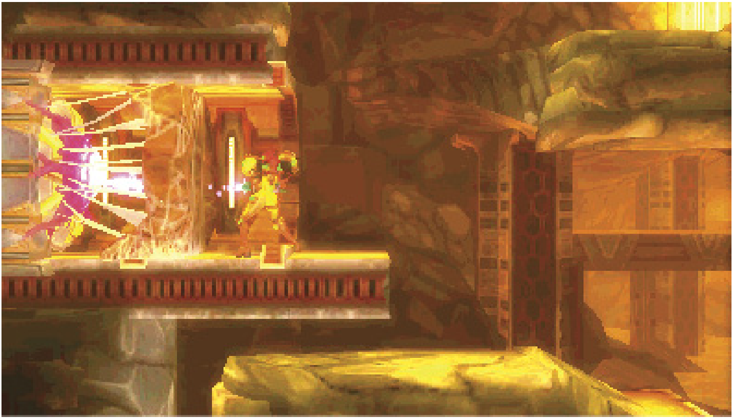
⑩ Double back until you exit the high-temperature zone. The return trip is much easier than the original. If you fall in the lava while trying to grapple across, you can rush to the left and hop on one of the platforms, instead of having to start the entire process over.



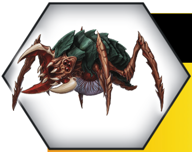




Once out of the high-temperature zone, Spider Ball up the wall to the left—you should see the pit with the two goo-covered walls on your left while you climb.



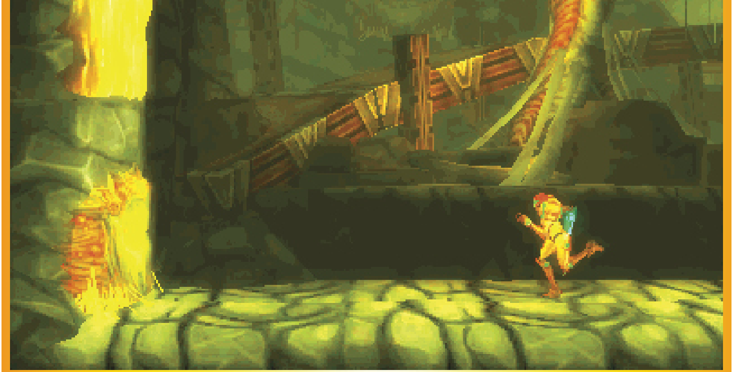
Continue until you reach the Taramarga-covered door in front of ⑩'s map marker. Past that door is the next Metroid.

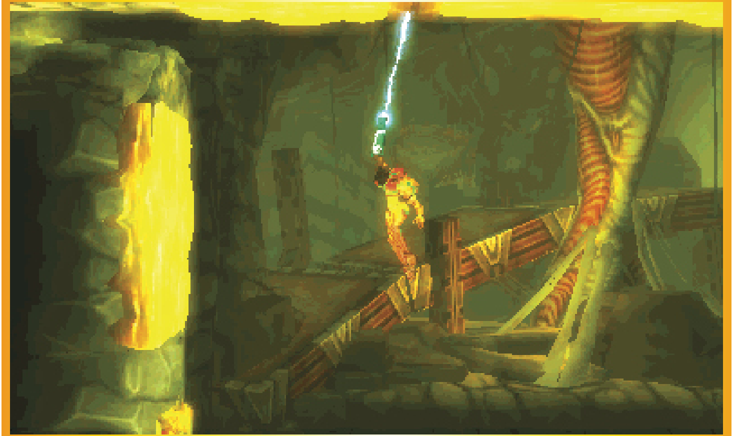


GAMMA METROID (RUNNER)

17/40

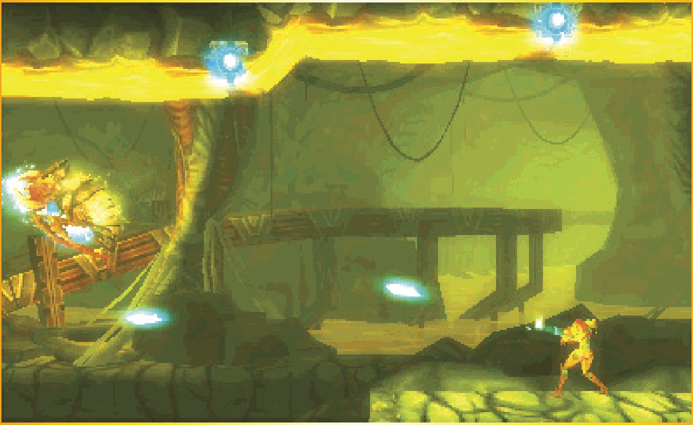
The Metroid's chamber is empty. Unfortunately, this is another runner-type Gamma Metroid, so you fight it in multiple rooms. The good news is that it runs between this room and the room to the west, so you'll have no trouble figuring out which direction it flees in when it decides to bolt.





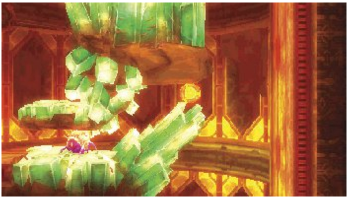
Use the grapple point on the upper-left corner of the room to swing up to an opening that connects the east and west rooms.

As soon as you drop through to the west room, the Metroid begins its attack. The elevated platform in the center of the room is the best place to fight from. The areas to the sides of the platform are deep and narrow; you have a much harder time dodging the Gamma in those locations.

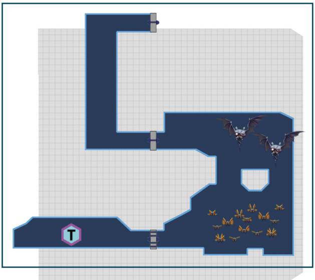


Once you deal enough damage, the Metroid flees back to the east room. Use the grapple point on the top-right corner of the room to swing back over there.

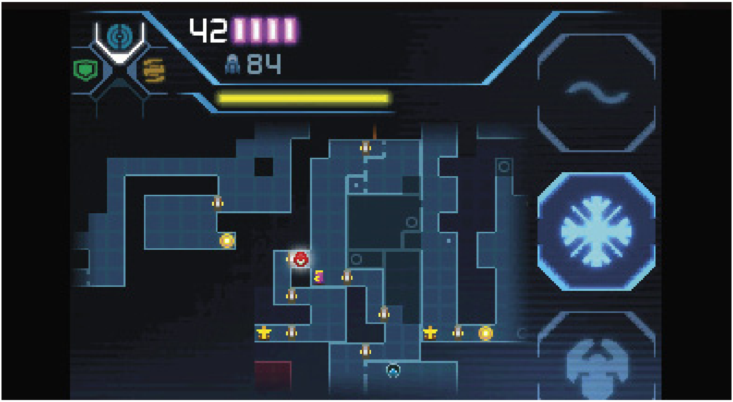
This east room is stairstepped in such a way that you're safe to fight the Metroid anywhere in here. There are no hazards to deal with and no tricks, just pure Metroid slaying at its finest.



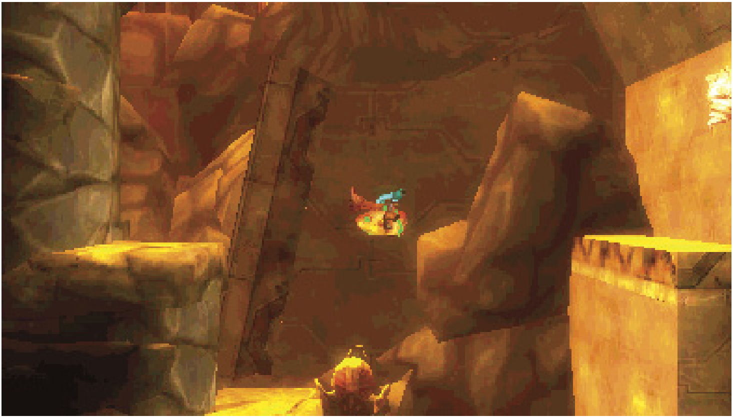
⑪ With the Metroid defeated, head back up through ⑧'s room, then to the room with the large crystal formation. Take the first opening you see in the crystals and then the door on the left.



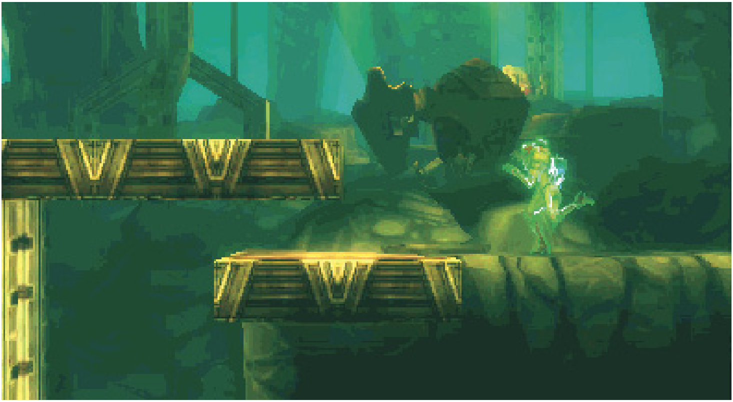
Continue on through the rooms ahead until you reach the Teleport Station. Use it to teleport to the northwestern station in this area (the station marked by ③).



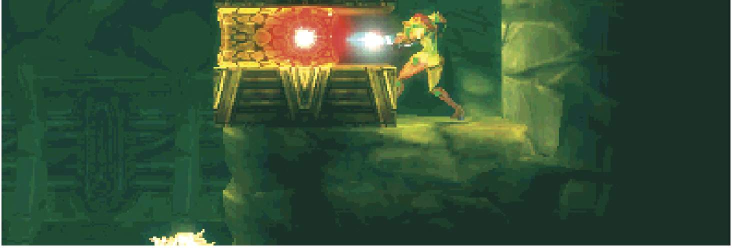
⑫ Your destination is the elevator almost directly west of the Teleport Station. You're ready for the lower half of the area, and the best place to start exploring is from the west side.

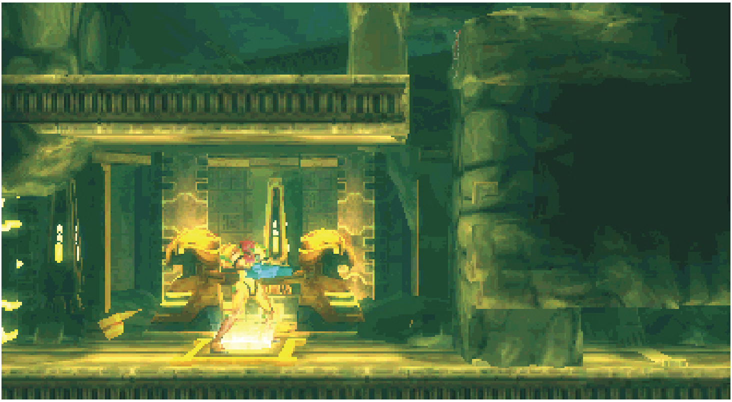


Head out of the Teleport Station room and climb up out of the pit. Take the door on the room's left side.



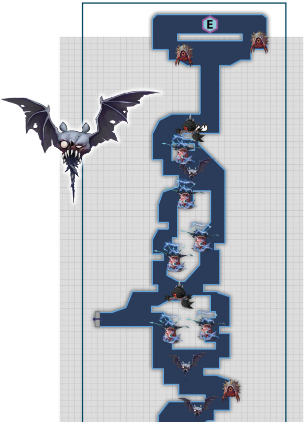
Continue left until you see the Morph Ball-sized opening near the room's left side. Roll through it and drop straight to the bottom. You pass an Autrack on the way down. Hug the left wall below it.

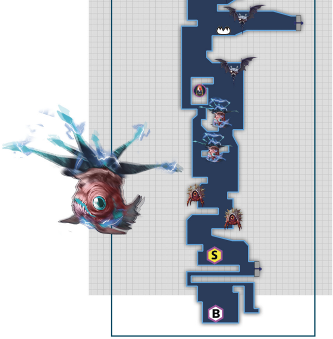




Use the Grapple Beam to destroy the Pull Block ahead, then drop down and take the door on the right. Proceed through the Morph Ball passage below the door to reach the elevator.

⑬ A long corridor awaits you on the other side of the elevator. A Metroid waits on either side of the corridor near its center. Hold off on fighting the one on the left. You'll get there later, and it's faster to wait. For now, head to the Metroid on the middle-right side of the corridor.



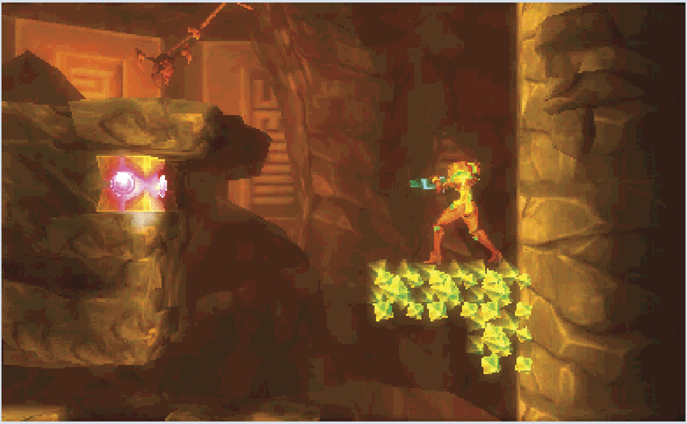


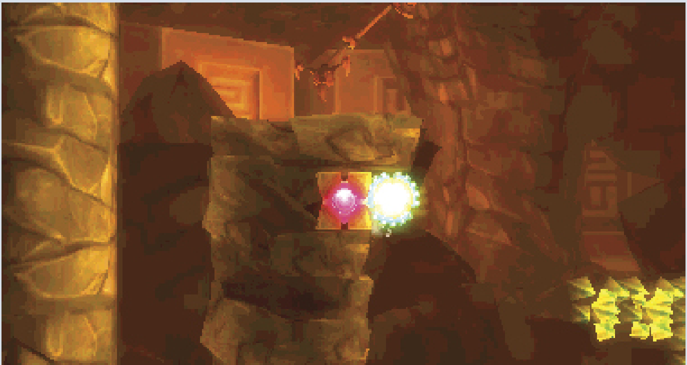
The path to the Metroid is free of any complicated platforming or puzzle-solving. Make your way down and defeat any enemies along the route; you should have little trouble.

BLACK GRAVITT

This creature packs a hardy shell on its back that's impervious to most attacks. Black Gravitts aren't particularly difficult to defeat, and the greatest threat they pose comes when they pop out of the ground. Turn on you Beam Burst and let 'em have it. They'll be out of your hair in no time flat.

MISSILE TANK M-24





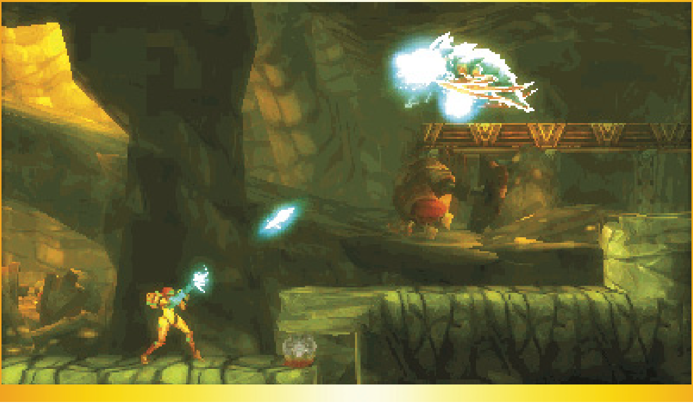
Head a bit lower to the right door to find a Missile Tank. Continue down until you see crystals jetting out of the wall. The Missile Tank is in the suspended platform directly to your left.

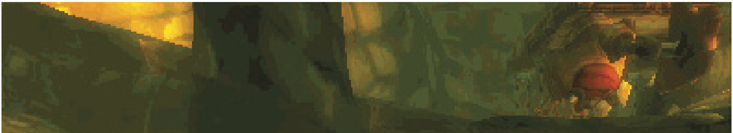
Spider Ball onto the suspended platform and bomb the Block just below the lip at the platform's top. Once the Block has been destroyed, the Missile Tank is yours to claim.

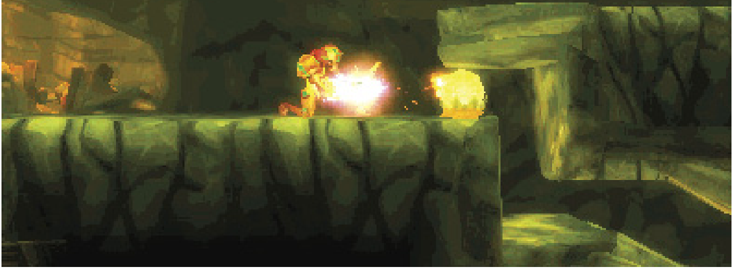
GAMMA METROID

18/40

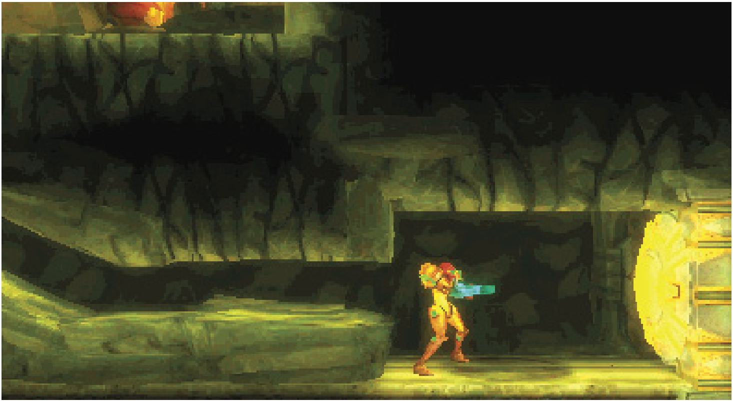
There isn't anything particularly tricky about this Gamma fight. The chamber is stairstepped, but the stairs are short enough that you don't face much difficulty getting around them. Use the strategies you've learned up to this point. Watch out for the Gamma's tackle attacks, and avoid getting hit by its Electric Pulse. Shoot the orbs it drops to refill your health and ammunition, and let loose a charged Ice Beam shot at its core to encourage it to use its counterable attack more frequently. You've got this!





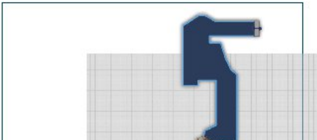


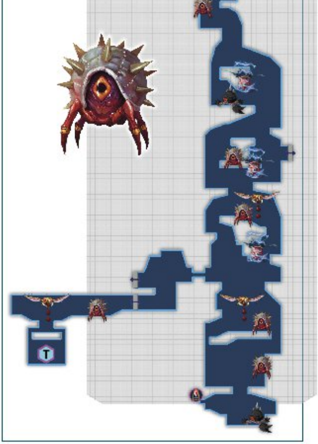
After defeating the Metroid, destroy the steel orb in the center of the room with your Beam Burst, then roll through the opening and exit through the room's east door.



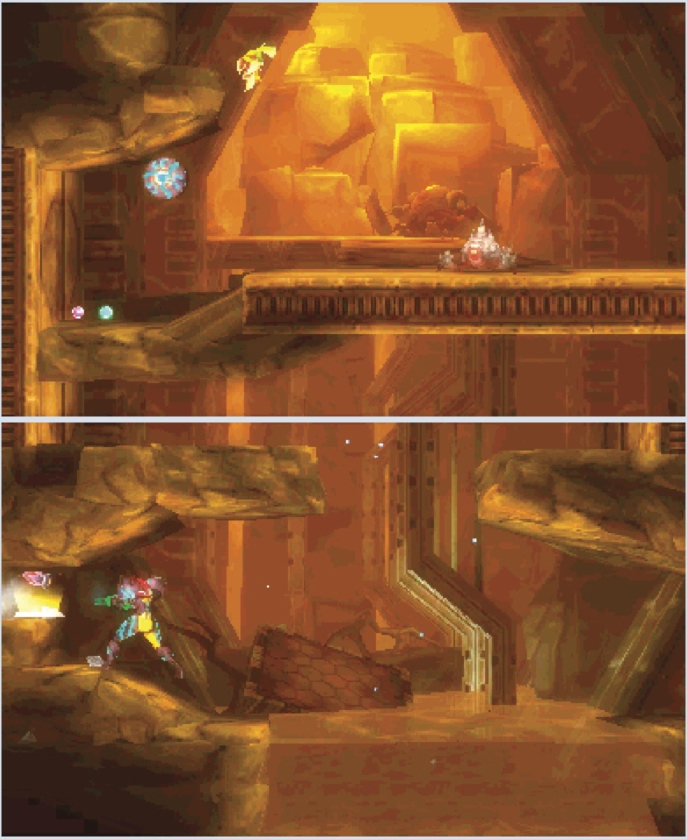
Before destroying the Pull Block up ahead, drop down and head through the door below to unlock a Teleport Station. You're going to need it later.

⑭ Destroy the Pull Block and enter the passage. You must climb to the top of the corridor to reach two more Metroids, so start by using the Grapple Beam to grapple across the gap ahead.





MISSILE TANK M-25



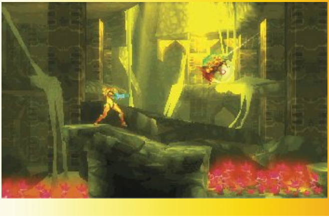
Instead of climbing up the corridor, drop to its bottom to find a Missile Tank. Use Bombs to blow up the left side of the platform obstructing your way down to the lower parts of the corridor.

At the bottom, use a missile on the Block above the left bank to reveal Missile Tank M-25.

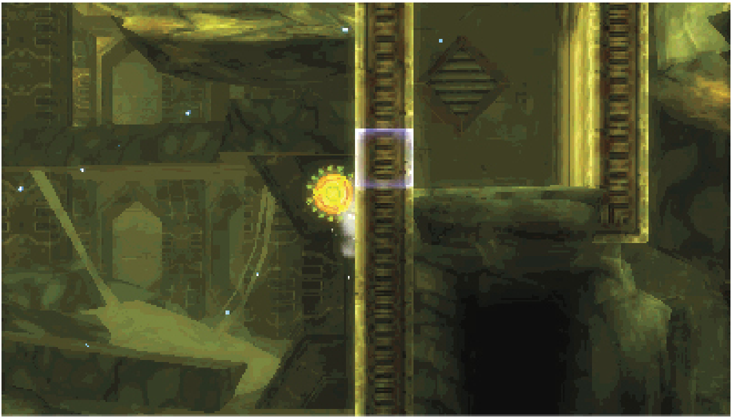
The path up the corridor is straightforward, but also filled with enemies of all types. While there isn't any tricky platforming, take your time climbing, lest you fall prey to the myriad monsters waiting for you. Once you reach the top, take the door on the top-right corner of the zone to find your next pair of Metroids.

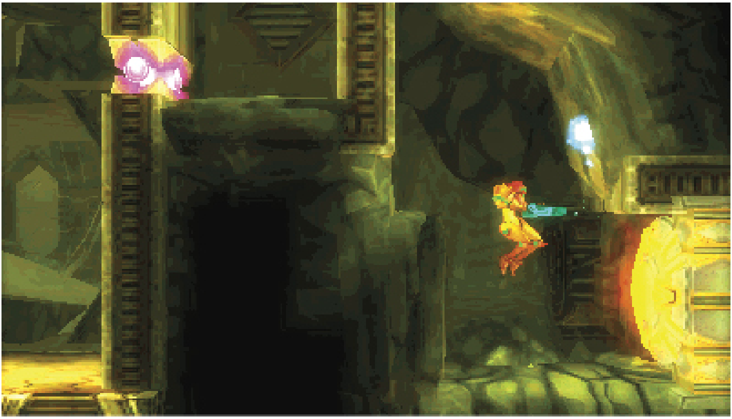
EVOLVED ALPHA METROID

19/40

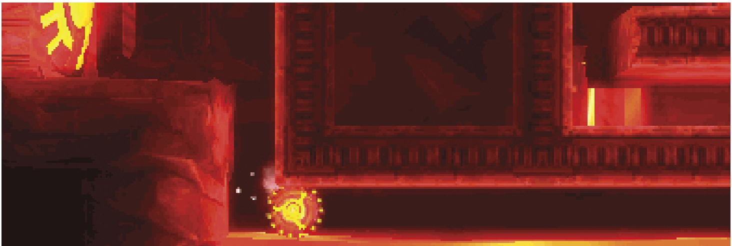


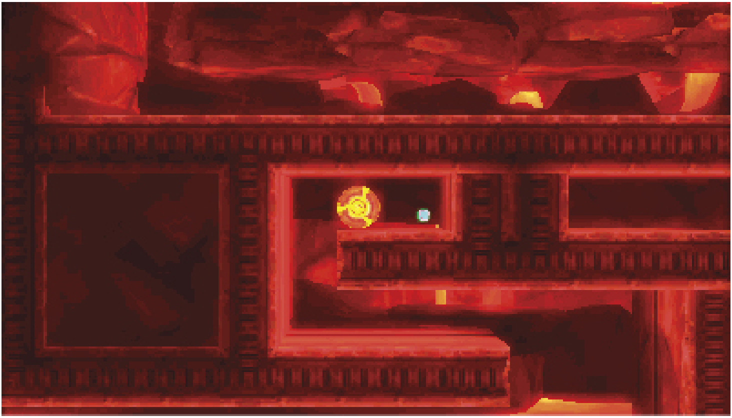
You find this Alpha in a chamber littered with deadly red plants. An Alpha is a cakewalk at this point; avoid its diving tackle and keep away from platforms where it drops its Giant Electric Mines. Stick to the middle, don't get tackled into the red plants, and you've basically already won.





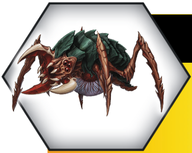
Following the fight, use your Scan Pulse at the right side of the room to find the Bomb Block on the wall. Destroy it and take the passage around to the east door.





Passing through that door means entering a high-temperature area—one that's particularly lava-filled. Spider Ball onto the wall or ceiling in front of the door and wrap around the bottom of the platform.

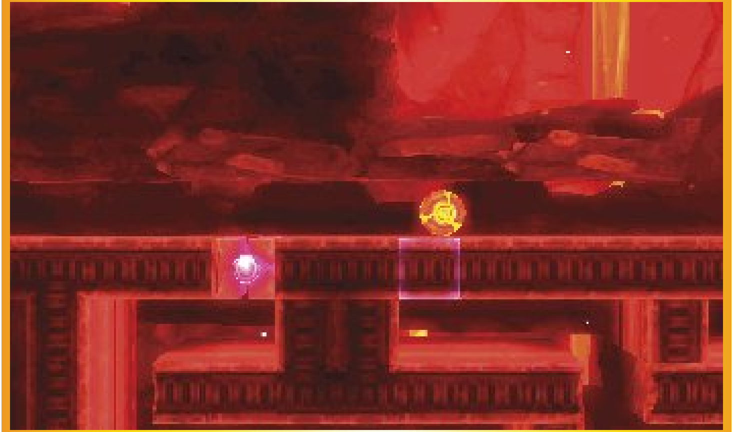
Plant a Bomb at the end of the path to destroy a Bomb Block overhead. Jump through the newly created hole to enter the next Metroid's chamber.

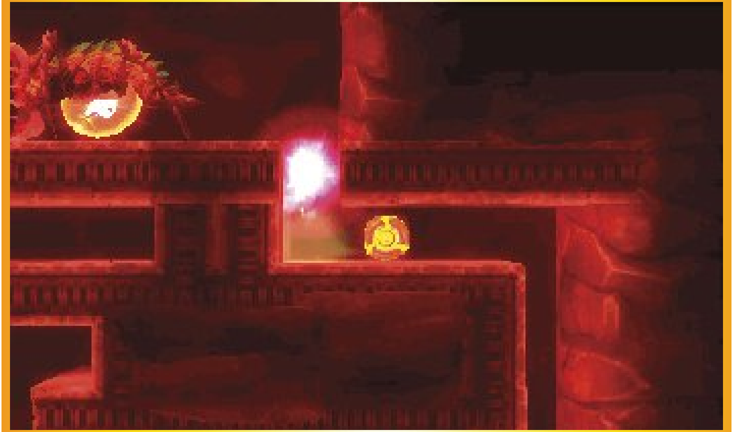


EVOLVED GAMMA METROID (HIDER)

20/40

You find your first Evolved Gamma in here...eventually. This is another hider-type Gamma that needs to be flushed out before it takes you on.

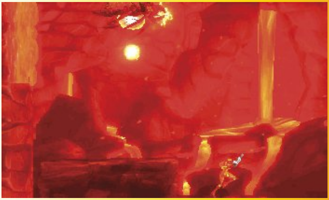




Jump through the hole you created and bomb the Block two Block spaces to the right.

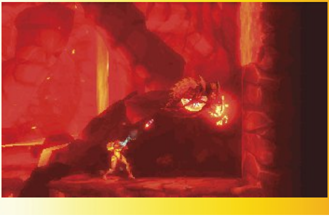
Drop down to the bank next to the lava pool and Spider Ball your way around the platforms and rock formations above you. Roll down the rock spire dangling above the lava and bomb the bottom Block. Quickly roll back up to avoid getting blasted into the lava, then roll around the now-open path you've created.

Roll along and bomb the Block at the end of the path. This opens a hole into the Metroid's nest and scares it out.



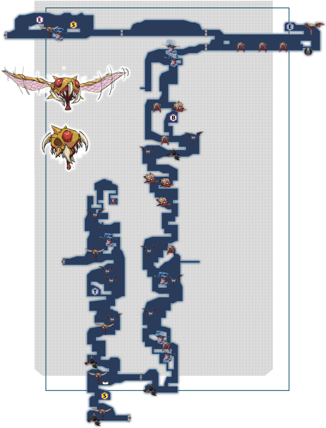
Unfortunately, you have to return the way you came to get back into the main area of the chamber. It's a pain, but you already know how to do it, so the trip should be brisk.

Evolved Gammas are almost identical to normal Gammas. The major variation is that the Evolved Gamma doesn't drop orbs for you to destroy and instead drops Giant Electric Mines that ignite whatever platform they hit—everything else is the same.

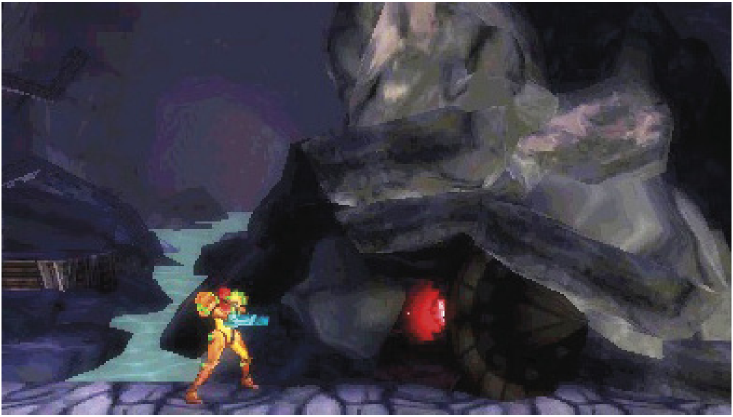


The chamber itself is a nuisance to fight in. There is no ideal position to take up; consider the upper area on the chamber's right side. You'll undoubtedly have to transition from one part of the chamber to another, however, so don't expect to stay in one place for long.

If you can help it, stay out of the chamber's center. It has the least room to work with, and it's easy to get trapped there.



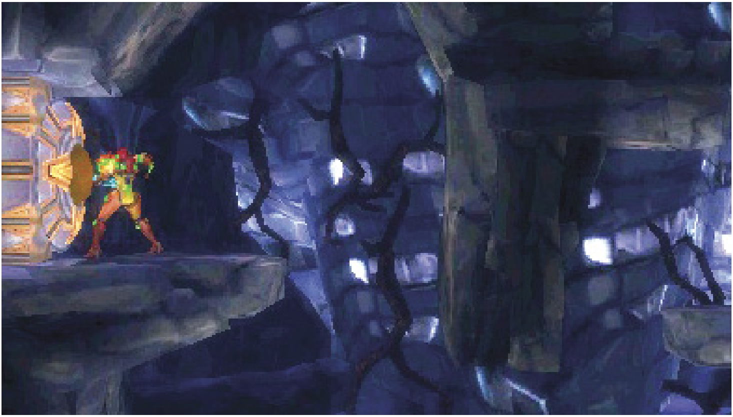
⑮ Backtrack out of the two Metroid chambers, into ⑭'s corridor. Drop down and head through the door on the center-right side of the corridor.



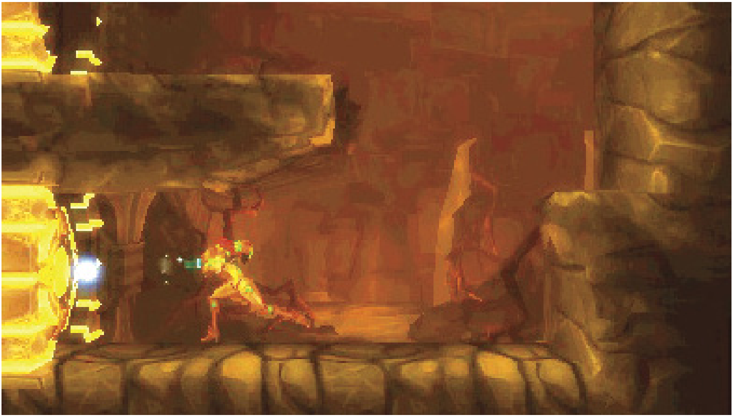
Continue through the halls to come upon a pile of rubble with a red light in its center. That looks an awful lot like one of those Pull Block lights. Use your Grapple Beam to pull it.

What in the world was that?!

16 Whatever that was, it's gone now, so time to get back on the hunt. Your next destination is another Metroid. Take the door on the right, drop down, and enter the left door.



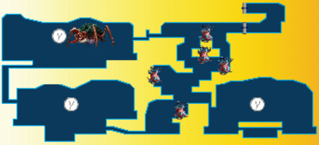
Head to the bottom of the corridor and through the Charge Door on the left. The path there isn't complicated—fight through the enemies in your way and make your way down.



Turn left and drop to the bottom of this second corridor, then head through the door on the right. Take the lower door in the next room.

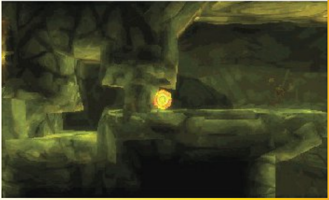
EVOLVED GAMMA METROID (RUNNERR)

21/40

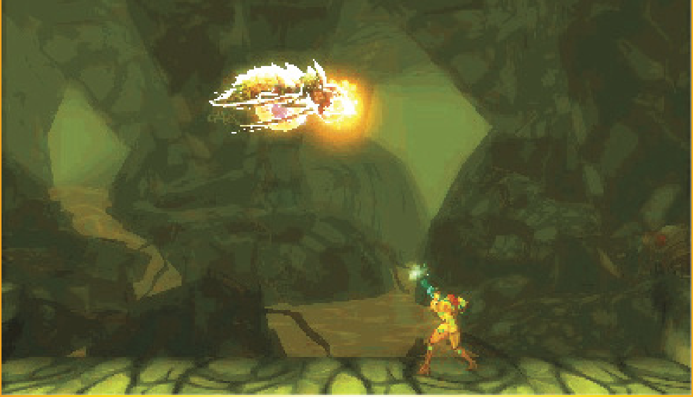


This room acts as a hub for the next Metroid, which is a runner type. This hub, and the room to the left, make up a total of four segmented rooms, three of which the Metroid runs between. As before, use your Metroid Radar to figure out which room the Metroid is in—a red flashing indicator means you're on the right path.

ROOM 1

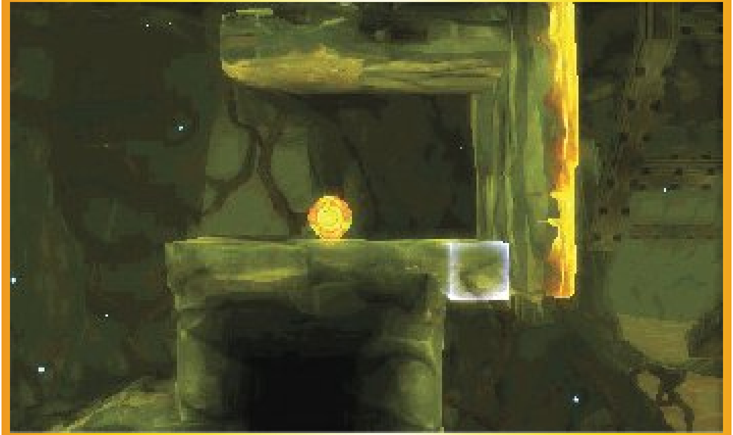


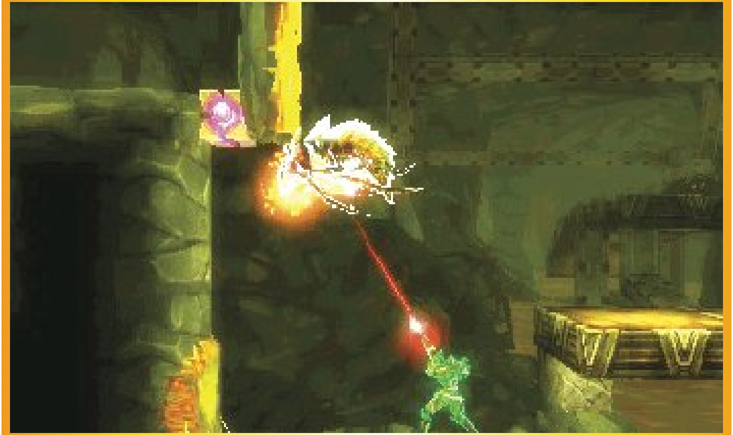
Each of the entrances is hidden, as in previous runner encounters. The first entrance can be found in the top-right corner of the room. Bomb the Blocks on the left wall lowest to the floor to open a path into a small alcove. Bomb the Blocks on the lower left to gain access to the Metroid chamber.



This room is about as basic as you can find for a Metroid fight. There are no hazards, low ceilings, or tricky platforms. Focus on dodging the Metroid's attacks and dealing damage.

ROOM 2





The next opening can be found by tracing the yellow goo-covered wall on the right down until it ends. The Block to the left of the wall is a Bomb Block.

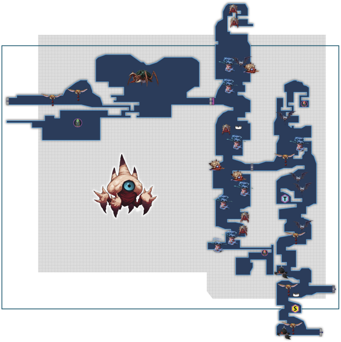
There's more nuance to this room than the previous one, but it's still a setup you're familiar with. An elevated platform sits in the center of the room, and the areas to the sides are low and narrow. Stick to the center as much as possible to avoid taking damage.

ROOM 3

The final room can be found in the bottom-left corner of the hub. Bomb the Blocks closest to the ground to carve your way in.

This is the trickiest of all three rooms to fight in. The platforms are lowered and raised at inconsistent heights, turning a fight here unwieldly. One platform is as good as another to battle on. Make sure to stay out of the lowered section in the middle of the room.

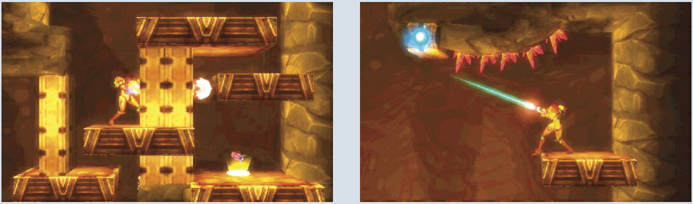
If you find yourself low on resources during this fight, defeat the Moheeks scuttling about in the hub room. They don't provide much, but what they give helps in a pinch.



17 Once you finish off the Metroid, make your way back up to the tall middle corridor. You've still got two more Metroids to deal with before leaving this area, so don't delay!

Climb up and head through the Charge Door in the middle and to the left of the corridor. Make sure to unlock the Teleport Station on your way up.

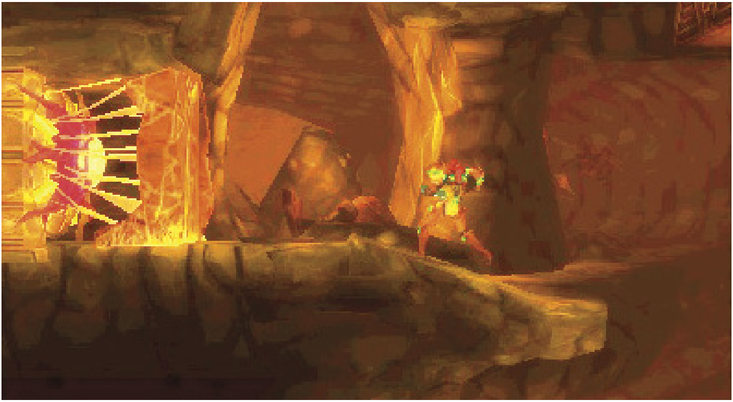
MISSILE TANK M-26



Before heading through the door in the middle of this second tower corridor, you can find a Missile Tank by climbing up the tower's right side. You eventually reach a platform with a grapple point hanging to the left of it.

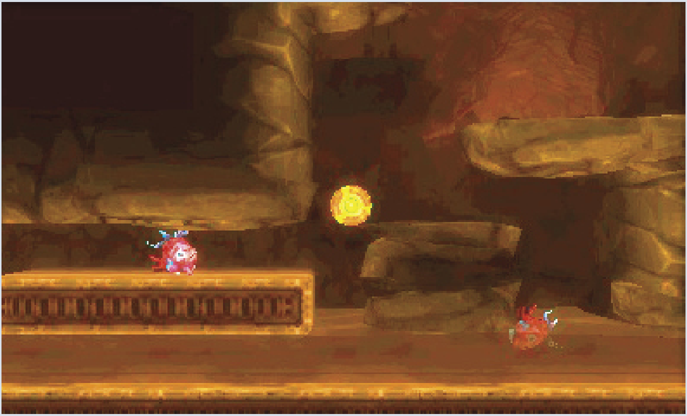
Swing across the gap using the grapple point, then jump up to the platform above and to the right. There's an opening above you that's perfect for a Morph Ball. Before you make your way up there, activate your Beam Burst and shoot at the steel orb obstructing the Morph Ball passage.

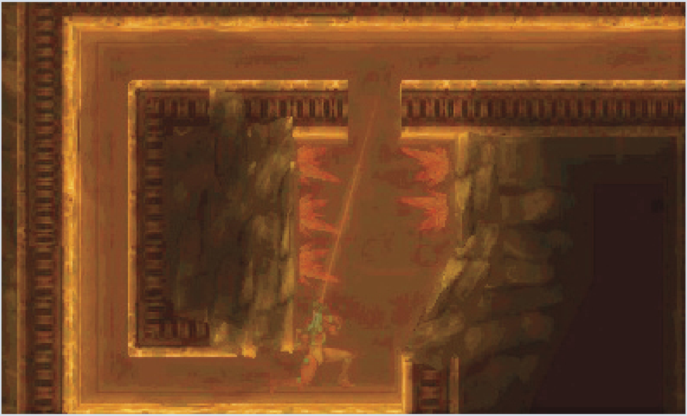
Spider Ball your way up and around the platform above you. When you're able to stand again, activate your Beam Burst once more and shoot out the second steel orb blocking the Morph Ball path to your right. Once the orb is out of the way, you have a clear path to the Missile Tank.



Head up this third tower a little way, then through the Taramarga-covered door to find the next Metroid.

MISSILE TANK M-27



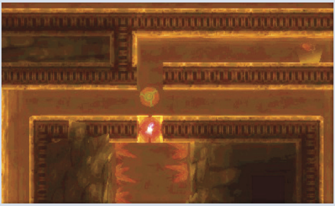


There are two Missile Tanks connected to this tower—one on the top and one on the bottom. Head down to the bottom of the area to run into a long, winding Morph Ball path. Roll into the Morph Ball and proceed right.

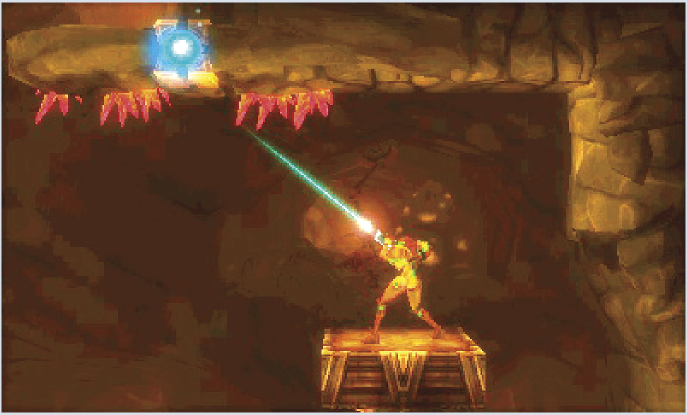
Follow the path until you enter the small alcove lined with spikes. Opening a path to the Missile Tank is a bit tricky, and reaching it is even trickier. The Block in the top center of the alcove is a Missile Block, as is the Block above it. Shoot both Blocks with missiles while standing in the alcove, then climb your way back up and enter the now-open path.

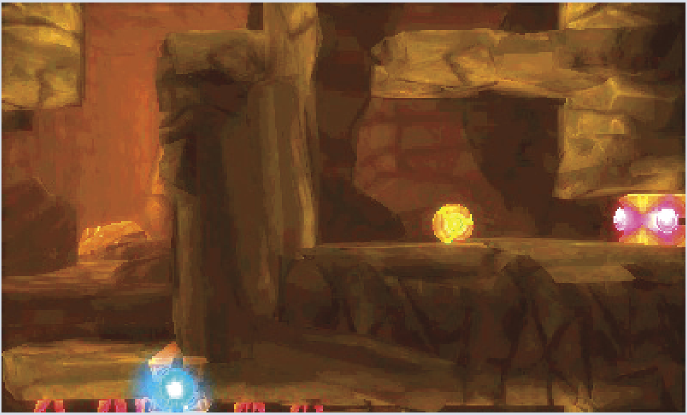
Crouch up against the left side of the alcove, Free Aim up at the Block in the center of the alcove, and fire. Wait a moment, fire a second missile at the Block directly above the one you just destroyed, then immediately roll into the Morph Ball and climb back up the left wall.

By the time you reach the top, the first Missile Block has reformed. Roll right on top of it and jump into the hole above to reach the Missile Tank. The timing is tight, so it may take a few tries.



MISSILE TANK M-28

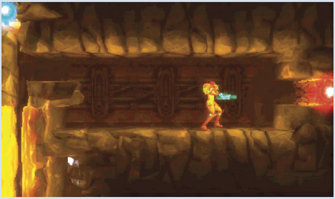


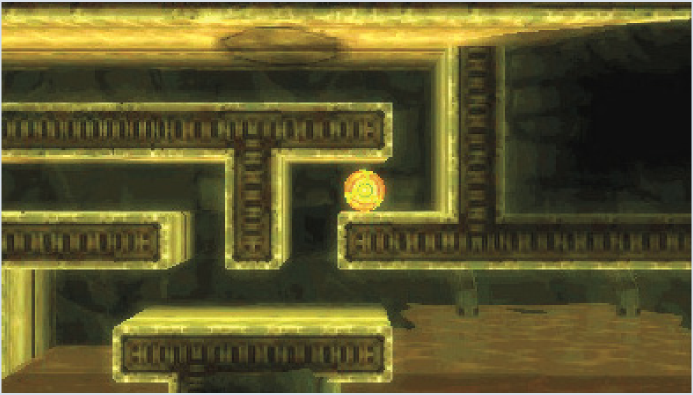


Scale the tower until you reach a platform with a grapple point suspended above and to the left. Swing across and climb up and around the path above.

Bomb the Block on the bottom-right corner at the end of the path and roll through.

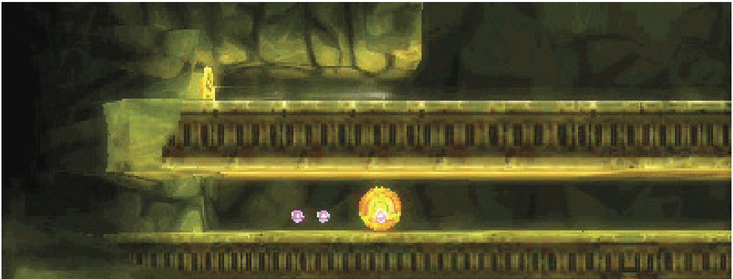
Stand up between the goo-covered walls and fire a missile upward. Grapple onto the grapple point directly above you and crawl through the opening to the right to reach the Missile Tank.

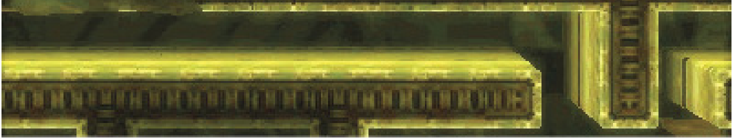




You can continue right, climbing upward as you go, to find a Pull Block. Destroying this Block opens a shortcut back to the first of the three tower corridors. If you've been following the Walkthrough up to this point, opening this shortcut is unnecessary. Otherwise, this is worth the trip.

Head left and into the Morph Ball passage, then jump up into the first opening.





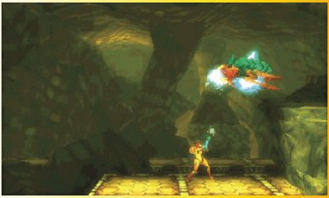
Roll to the end of the path and place Bombs under the Blocks just below the air current above. Jump through the opening, turn right, and the Metroid comes out of hiding.

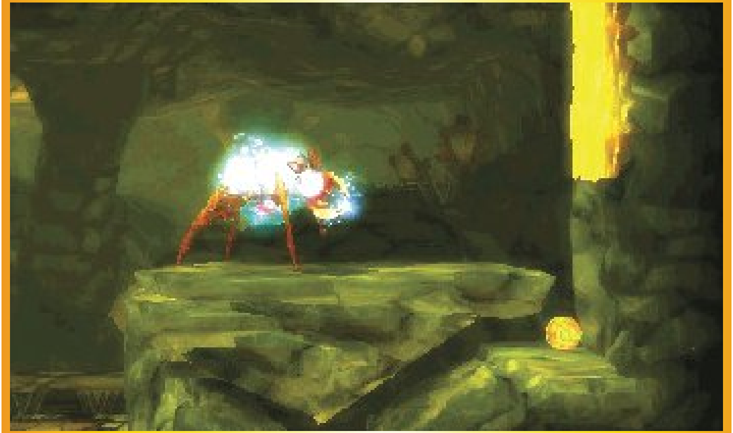
GAMMA METROID

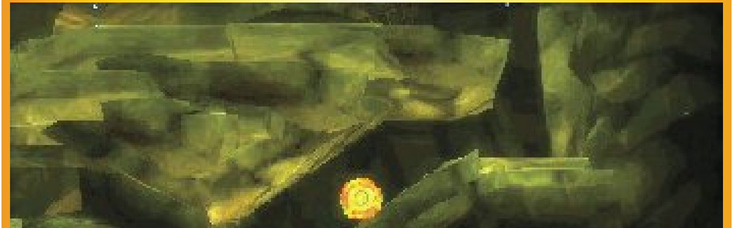
22/40

Fighting in this chamber can be troublesome.

It's made up of tall, somewhat narrow stairstepped landings, none of which is great for dodging Gamma attacks. Move about the room as needed, and be extra cautious not to get into an inescapable situation.

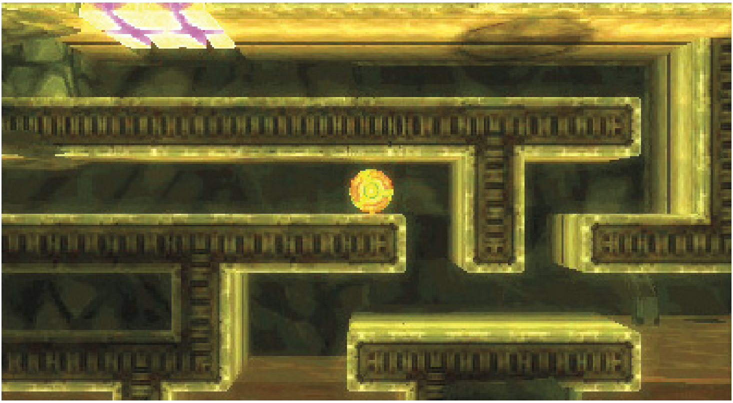




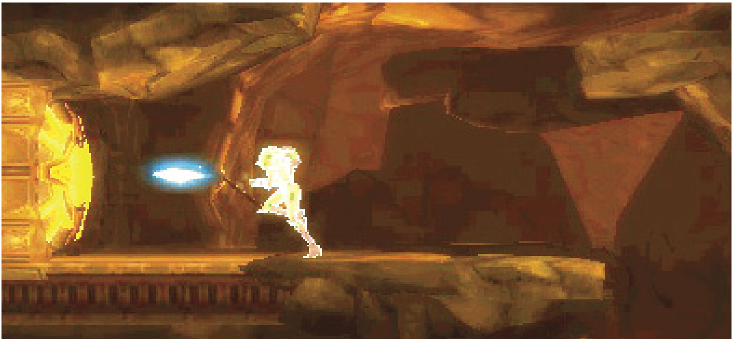


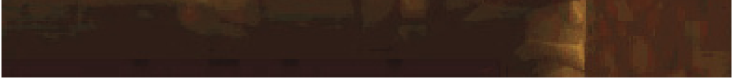
If you do find yourself backed into a corner (literal and/or figurative) while you're on the right side of the chamber, use the Morph Ball passage to roll under and around the Gamma.

When the fight ends, roll into that same Morph Ball passage and bomb its center. You create an opening that drops you in front of the door on the chamber's right side.



18 One more Metroid stands between you and your ticket to Area 4. Head left, enter the Morph Ball passage, and jump through the second opening this time. From here, it's a straight shot to the door on the left side of the room.



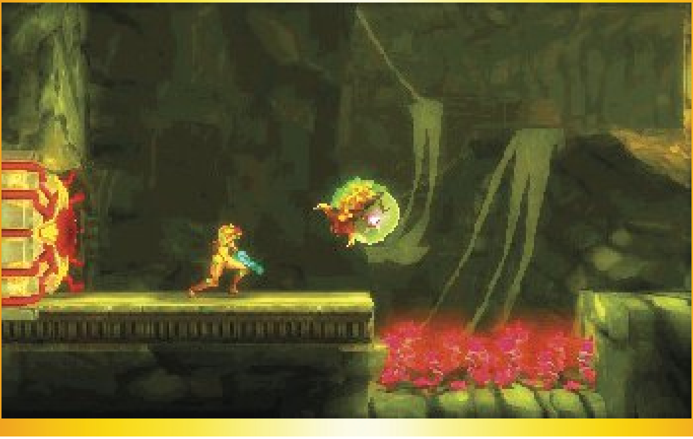


Go straight up the tower until you reach its center. Take the door on the left to enter the chamber of the area's final Metroid.

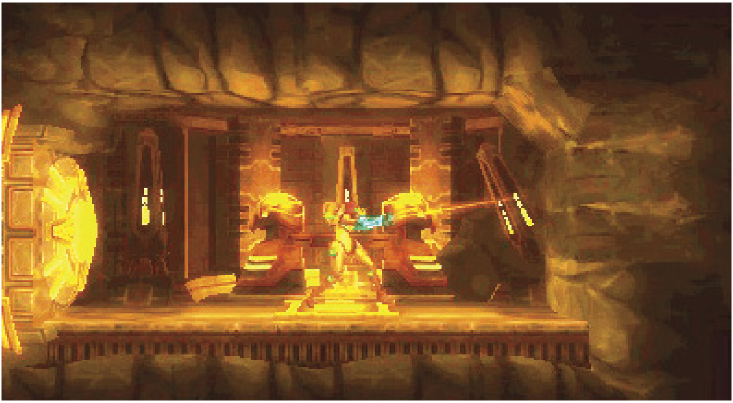
EVOLVED ALPHA METROID

23/40

Here you have a simple Alpha fight in a relatively simple room. There are red plants on the far left and right sides, but they're in small clusters and should be of little concern. There's nothing to worry about here. Defeat this Alpha and you're ready to move on to Area 4.

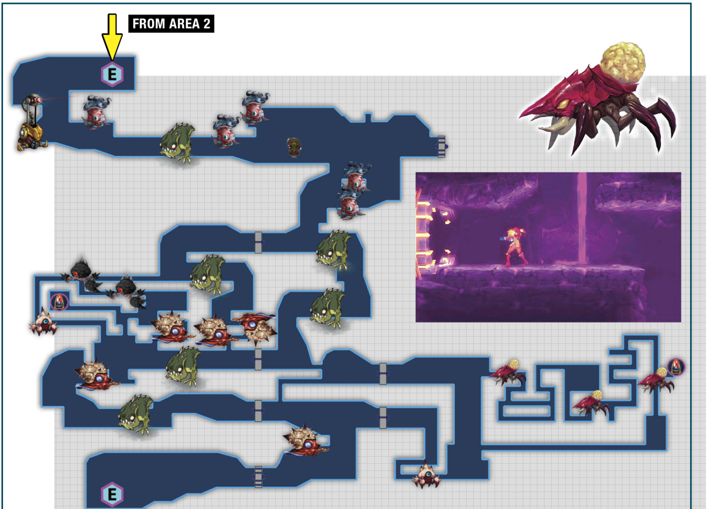


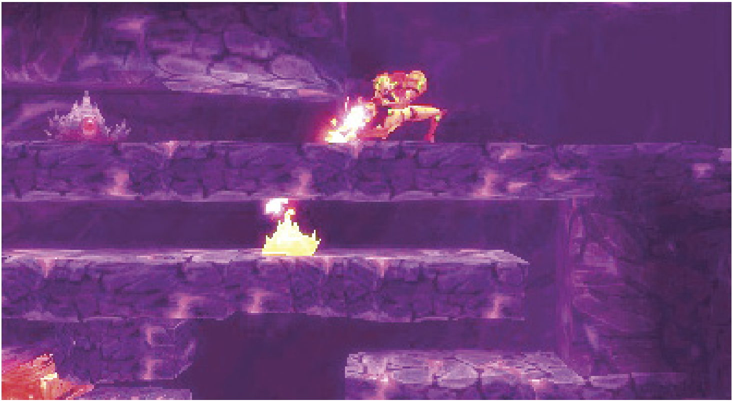
Once the Metroid has been defeated, take the elevator up past the door on the left side of the room—you're headed for the Chozo Seal.



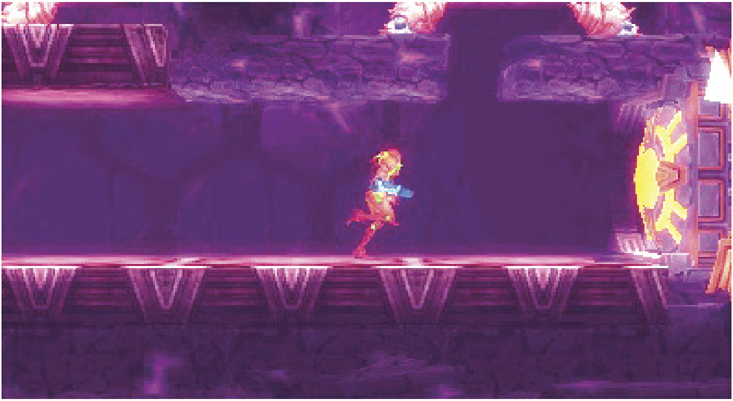
At the other side of the elevator, face the right wall and shoot a missile at the Block before the ceiling slope. Missile Tank M-29 is waiting to be claimed there. Once you grab it, leave the room and continue left to return to the Chozo Seal.

After inserting the Metroid DNA and lowering the purple liquid, drop down the pit to the right of the Chozo Seal. Continue down the path and head through the first door you see on the left.



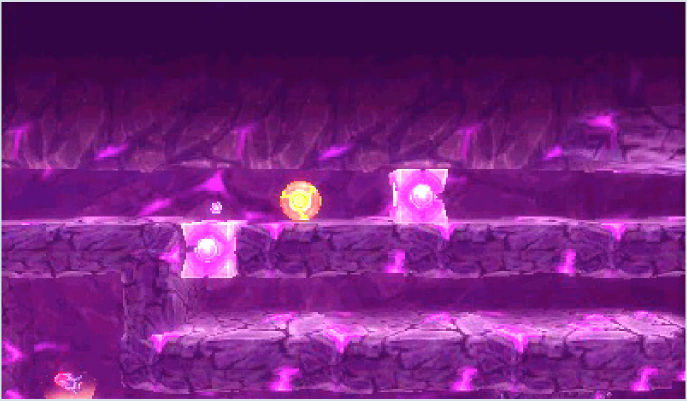


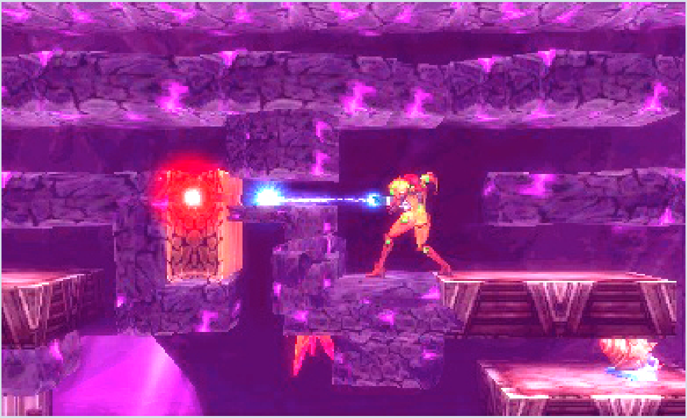
Drop through the opening in the next room and roll into the Morph Ball tunnel to the left. A Block in this tunnel obstructs your path. Approach it to rouse two Black Gravitts from their holes. Roll back out of the tunnel, activate your Beam Burst, and let them have it.



After the enemies have been dealt with, roll in and use Bombs to clear out the obstructing Block. Follow the tunnel until it drops you to the lower part of the room, then take the door on the far right.

MISSILE TANK M-30



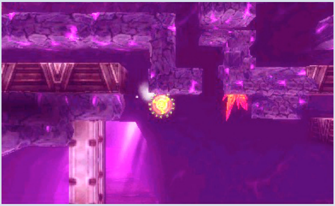


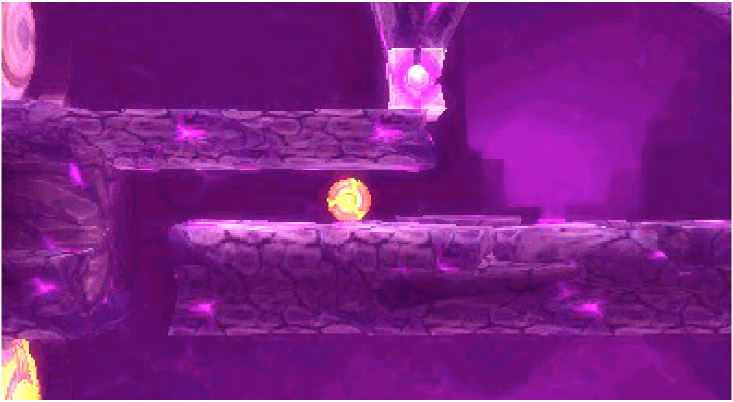
Almost immediately after destroying the Bomb Block that’s obstructing the tunnel, you can place another Bomb to destroy a Bomb Block in the floor ahead.

Drop down into the lower tunnel and follow it until you reach an alcove with some standing room. An opening leads to a Pull Block—you know what to do.

Hop back up into the tunnel, destroy the Bomb Block, then carry on to the left until you reach the tunnel's end.

Spider Ball along the tunnel's ceiling and into the opening next to the spikes. The Missile Tank is waiting for you there.



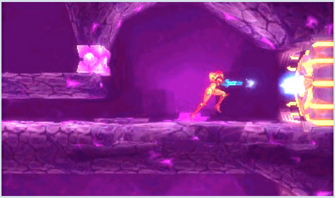


Roll up to the right wall and place a Bomb to create an opening. Drop down, then immediately roll into the tunnel to your left. Bomb the Blocks at the end of the short tunnel to drop to the level below.

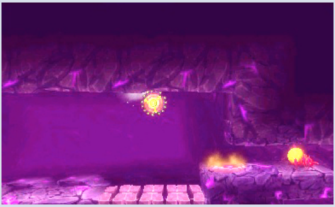
MISSILE TANK M-31

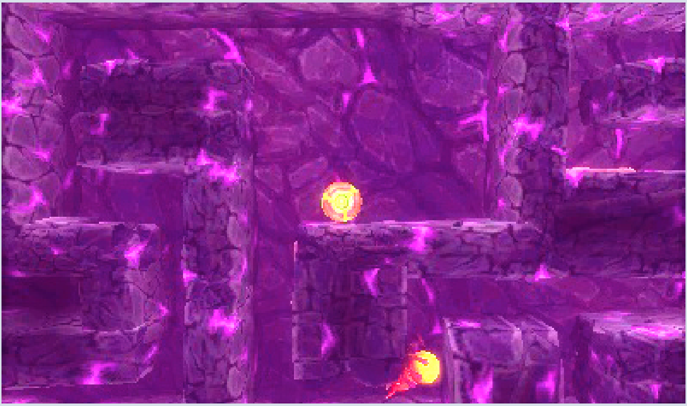
To find the Missile Tank, instead of rolling into the tunnel on the left, head through the door on the right.

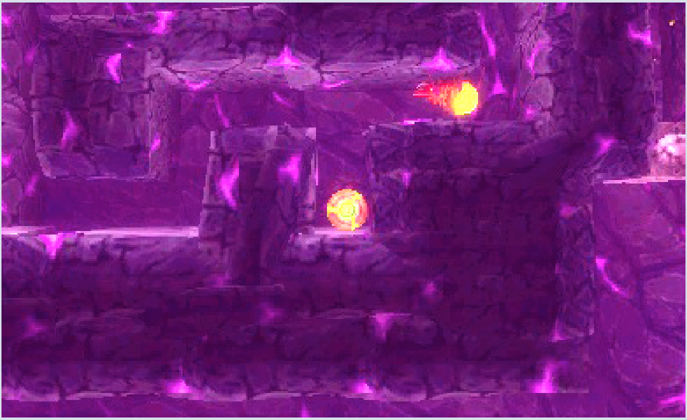
When you enter the room, stop, roll into the Morph Ball, and Spider Ball onto the ceiling. The ground a little way to the right is littered with Pit Blocks that force you to trek out of this room and all the way back around if you fall through.



Before dropping onto the landing below, wait for the GlowFly to crawl out of its hole and move forward. Like the last time you encountered these volatile creatures, advancing through this area is all about not getting too close to the GlowFlies.

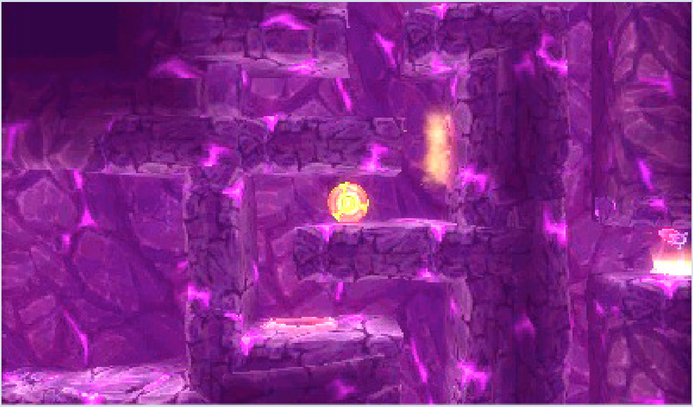




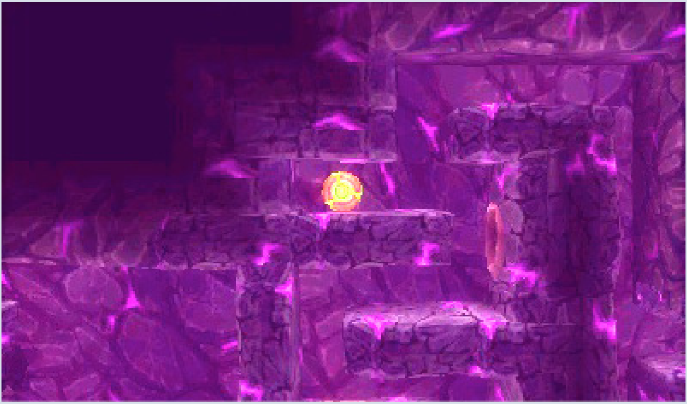


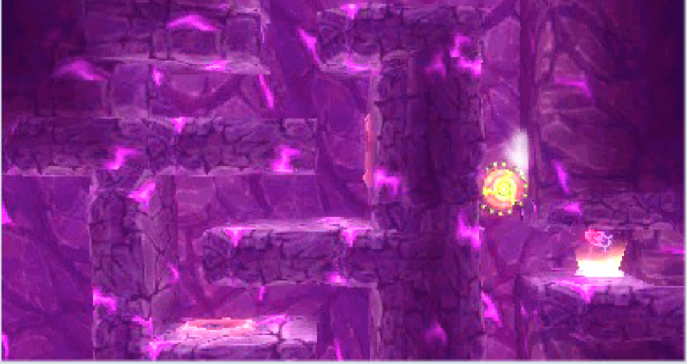
Once you see the GlowFly move ahead, roll after it. Move swiftly through the zigzagging tunnels, but stop as soon as you reach the open area. A GlowFly treads a path all the way over to a hole right at the start of this next set of tunnels. Wait for it to enter its hole, then quickly drop down and move to the right until you reach the next opening in the ground.

Drop into the opening and wait for another GlowFly to crawl by. As soon as you see it pass overhead, jump out of the hole and race to the right.



When you pass the GlowFly hole, stop. There's another hole ahead of you; wait for the next GlowFly to crawl into it before proceeding.





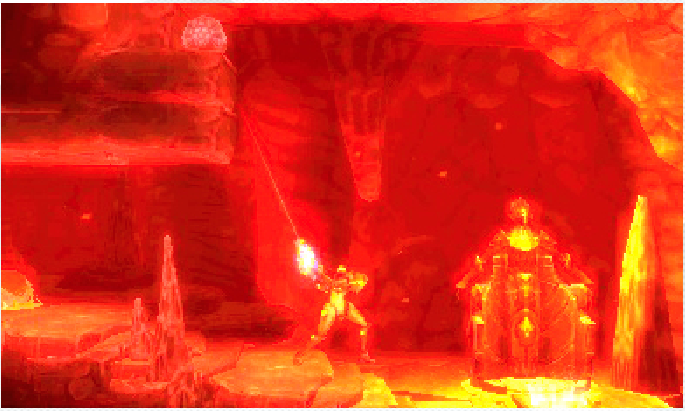
There's not enough time to reach the Missile Tank before another GlowFly comes your way, so as soon as you jump onto the platform above the GlowFly hole, roll into the small alcove to the left and wait.

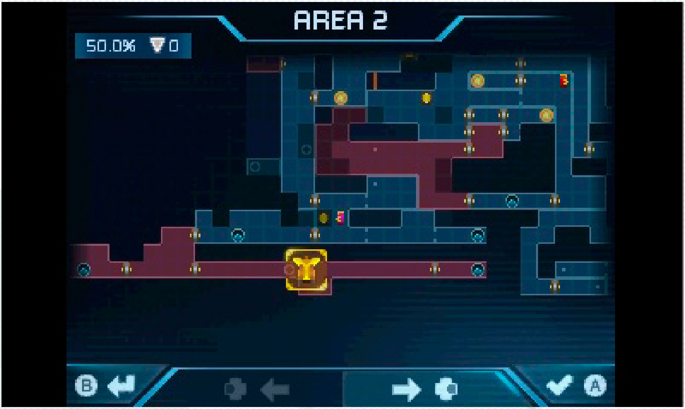
Once a GlowFly passes, jump up, roll to the right, and drop down the hole. Spider Ball your way down and claim the Missile Tank as your own.

Head to the bottom of the room and through the passage on the left. Find the elevator to Area 4 near the end of this passage.

CLEAN UP

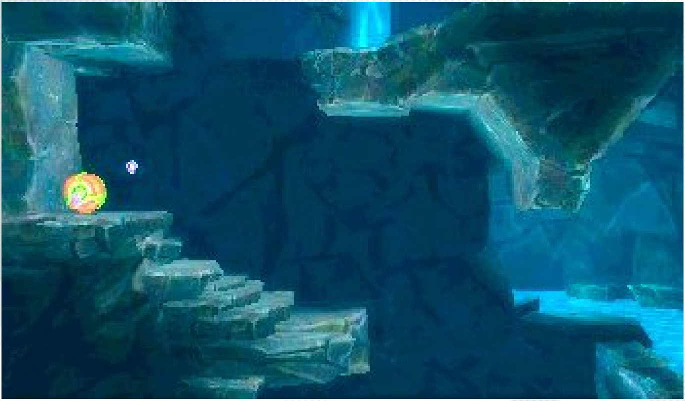
Area 2: Missile Tank M-32

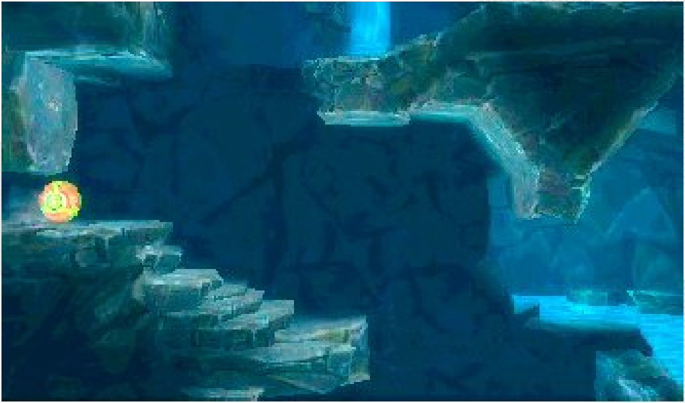




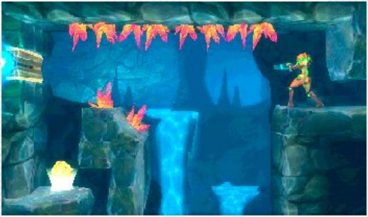
Find the nearest Teleport Station and teleport to the station on the far-west side of Area 2. As soon as you exit the station, turn on your Beam Burst and Free Aim up and to the left. That steel orb is blocking your way to the Missile Tank. Jump and grab on to the ledge the orb was on, then place a Bomb to uncover the tank.

Area 2: Aeion Tank A-3





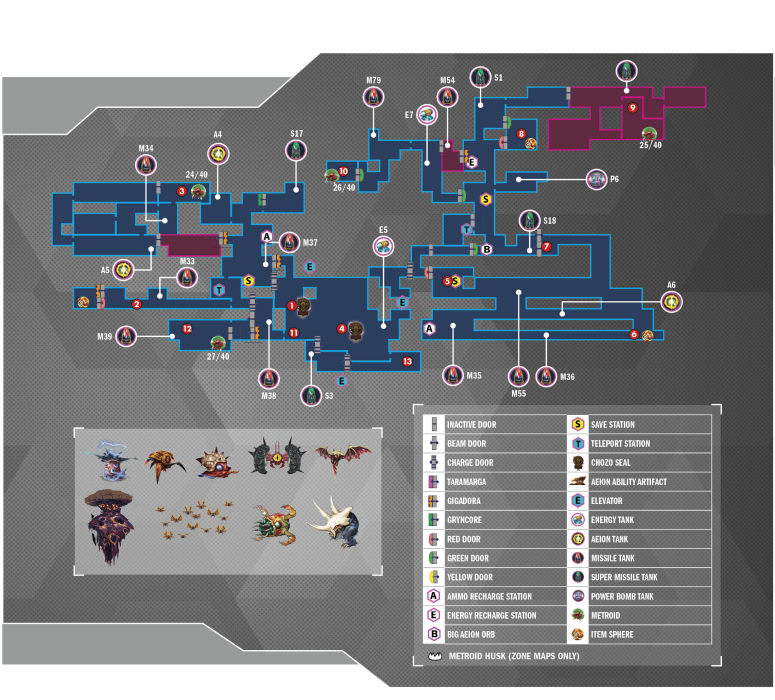
Aeion Tank A-3 is in a room attached to the corridor directly north of the westernmost Teleport Station (look for ⑯ on the map). Two paths lead into the Aeion Tank's room, but only the uppermost opening grants you access to the tank. There isn't a door, but there is a wall layered with destructible Blocks, so plant some Bombs and head on in.



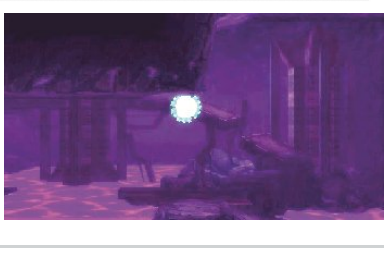
Once you're in the room, grapple onto the grapple point on the west side, and the Aeion Tank is yours.

Area 4

Area 4 : part I

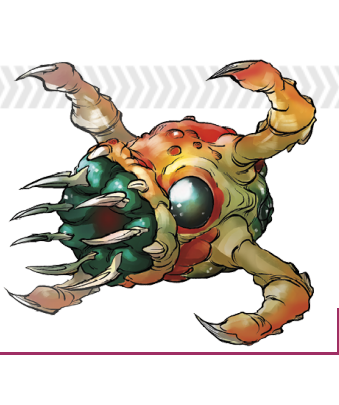


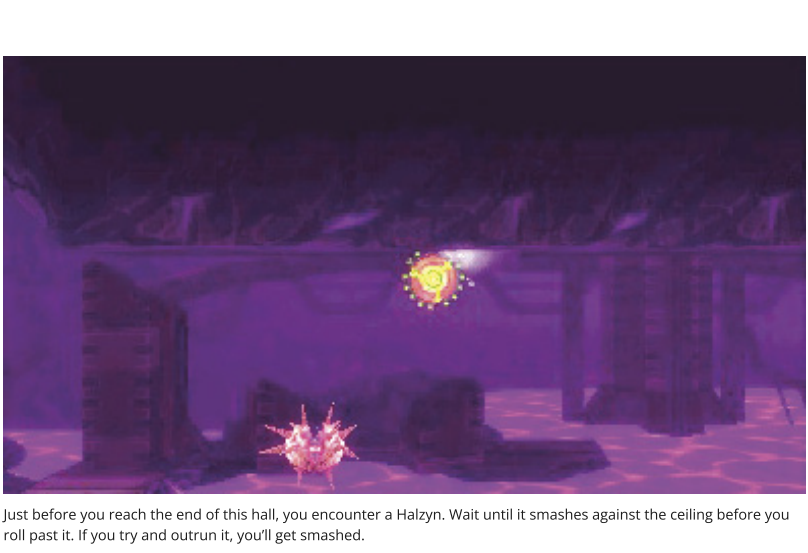
① After exiting the elevator, head right and drop down the opening. Once you're at the bottom, turn left. Spring and Spider Ball onto the ceiling to cross the hall without touching the purple liquid.



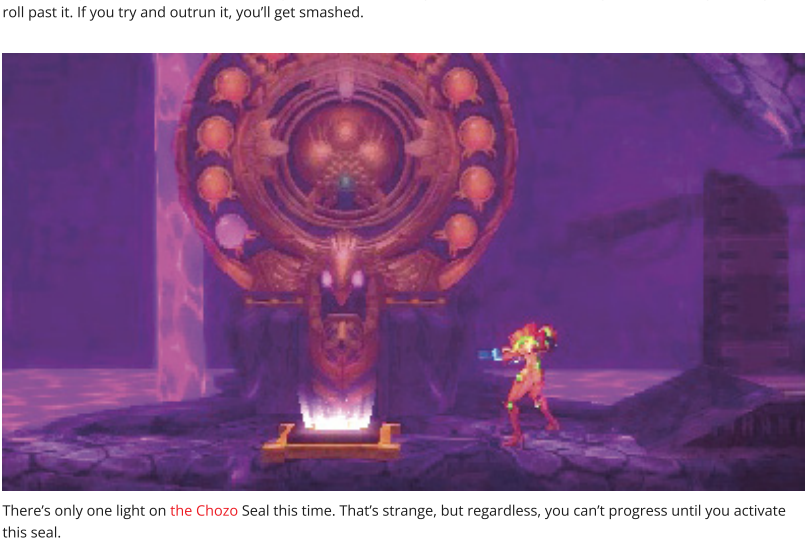
GAWRON

Gawrons aren't difficult enemies, but dodging them can be tricky. They ceaselessly pop out of holes in the ground and launch directly at anything they deem a threat. You can defeat them with a shot or two, but if you wait too long, you're practically guaranteed to get hit by one of them. Once they launch at a target, they move almost too fast to avoid. Your best bet is to shoot when you spot them, then get some distance from their nest.



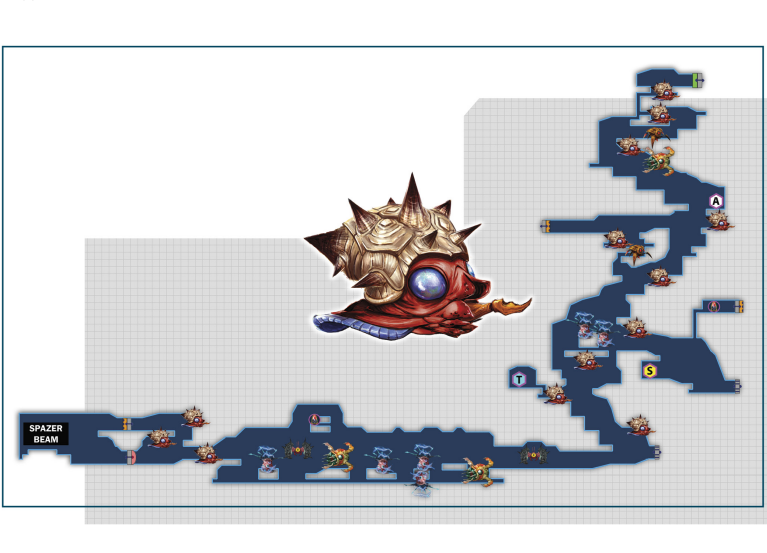


Just before you reach the end of this hall, you encounter a Halzyn. Wait until it smashes against the ceiling before you roll past it. If you try and outrun it, you'll get smashed.

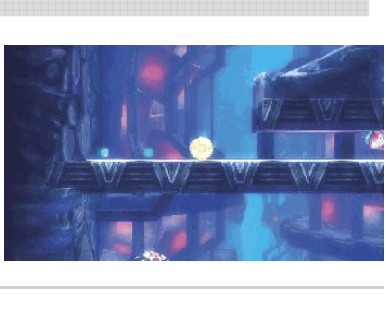


There's only one light on the Chozo Seal this time. That's strange, but regardless, you can't progress until you activate this seal.

Head left past the Chozo Seal and use the grapple point above. Spider Ball around the platform, then take the door at the upper-left side of the room.



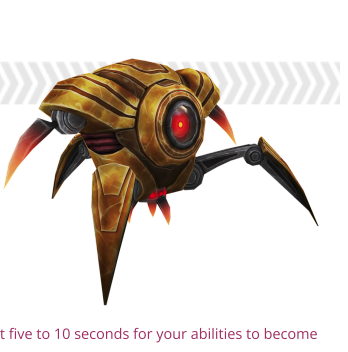
② Your next goal is a new suit upgrade nearby. Jump over the Save Station in the next room and continue to the left wall. Bomb the left side of the floor to create a passage to the room below.

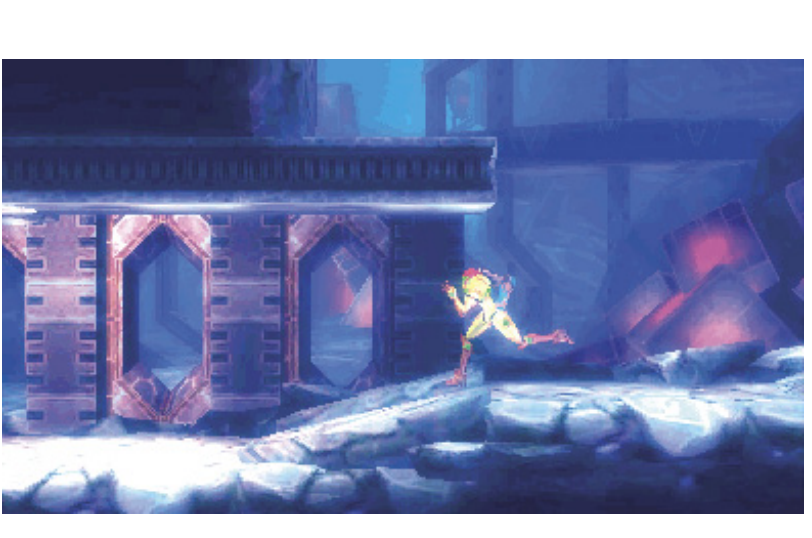


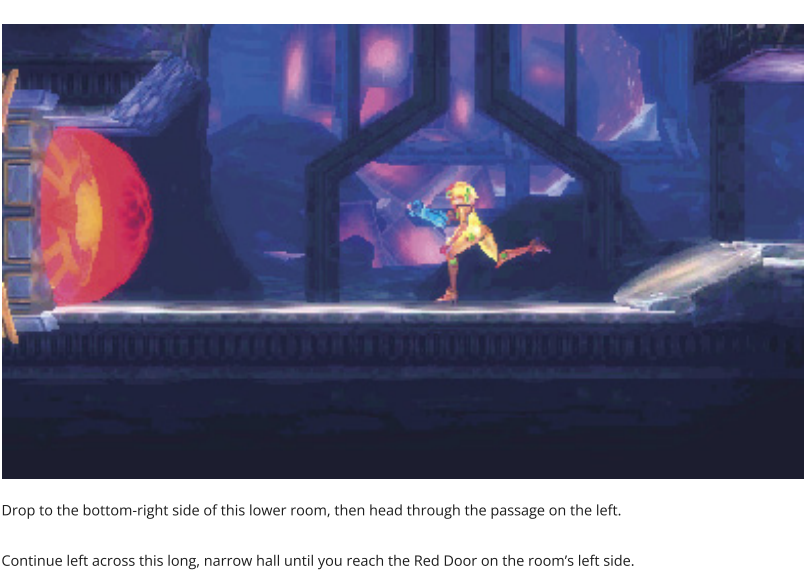
AUTOAD

Just below the hole you created is a gold Autoad. These robotic arachnids are not only hard to destroy, they're capable of temporarily locking down your Aeion Abilities. This wouldn't be a huge issue, except that the Beam Burst is the only way to defeat these enemies. If Autoads start rushing toward you before you're able to fire your Beam Burst at them, back off immediately. Your best bet in general is to avoid them altogether, but if you must fight them, shoot them through a wall if possible.

If you get hit with their Aeion Ability disruptor field, retreat and wait five to 10 seconds for your abilities to become active once more.



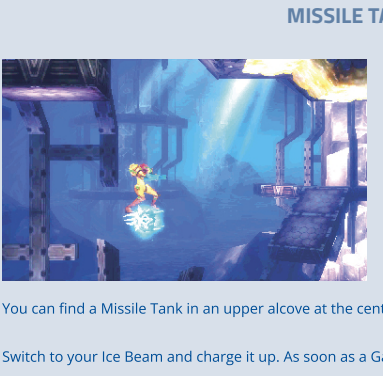


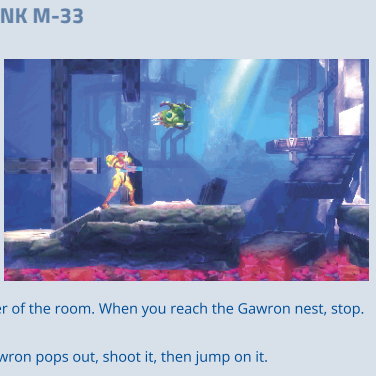


Drop to the bottom-right side of this lower room, then head through the passage on the left.

Continue left across this long, narrow hall until you reach the Red Door on the room's left side.

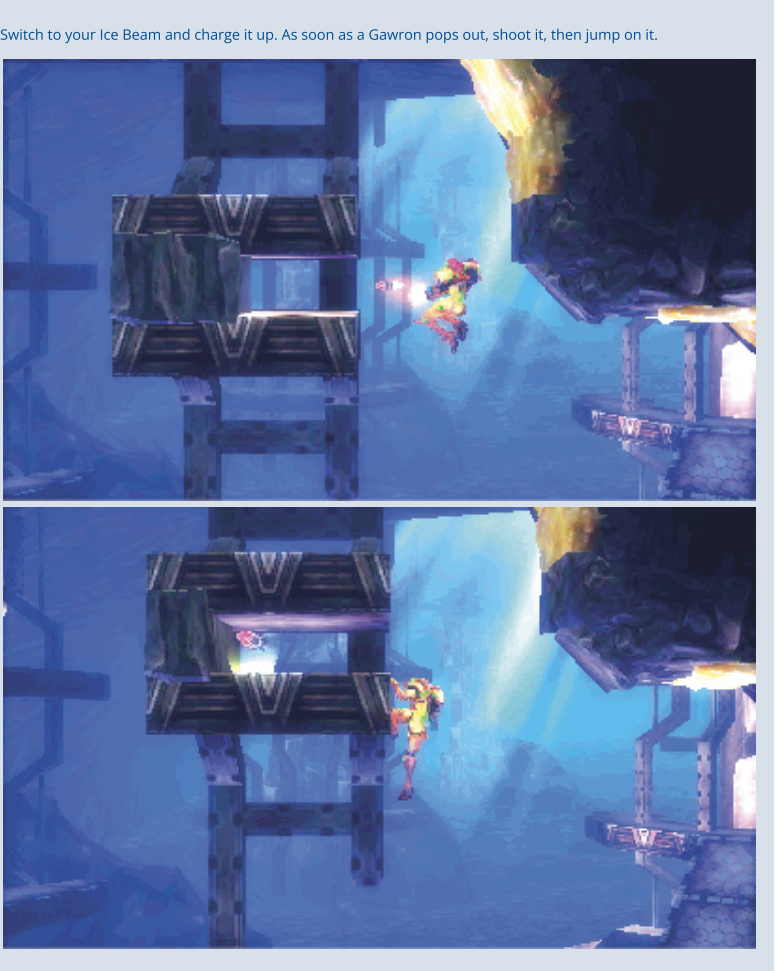
MISSILE TANK M-33



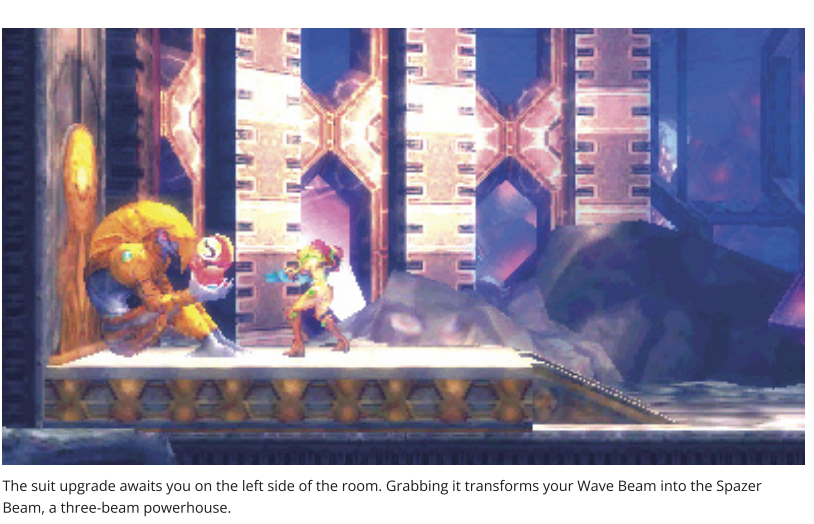


You can find a Missile Tank in an upper alcove at the center of the room. When you reach the Gawron nest, stop.

Switch to your Ice Beam and charge it up. As soon as a Gawron pops out, shoot it, then jump on it.



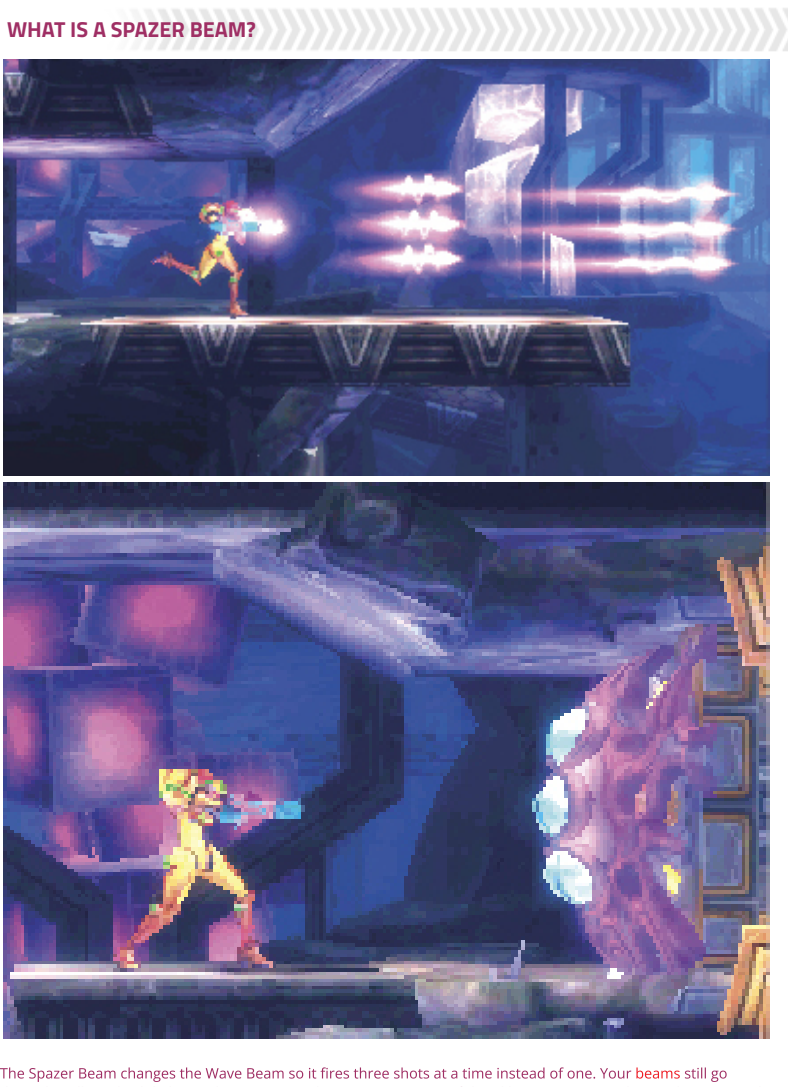
Jump up and fire a rocket into the opening on your left. The Block at the end conceals the Missile Tank. Once it's destroyed, grab onto the lower ledge and pull yourself up.



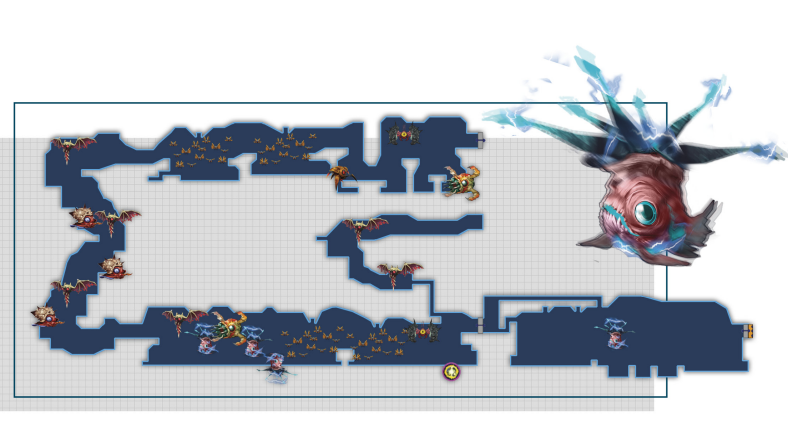
The suit upgrade awaits you on the left side of the room. Grabbing it transforms your Wave Beam into the Spazer Beam, a three-beam powerhouse.

To escape this room, jump up to the upper-right corner and shoot the Gigadora covering the door three times to destroy it.

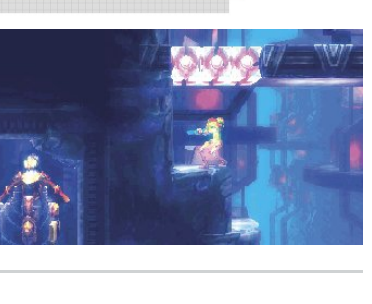
WHAT IS A SPAZER BEAM?

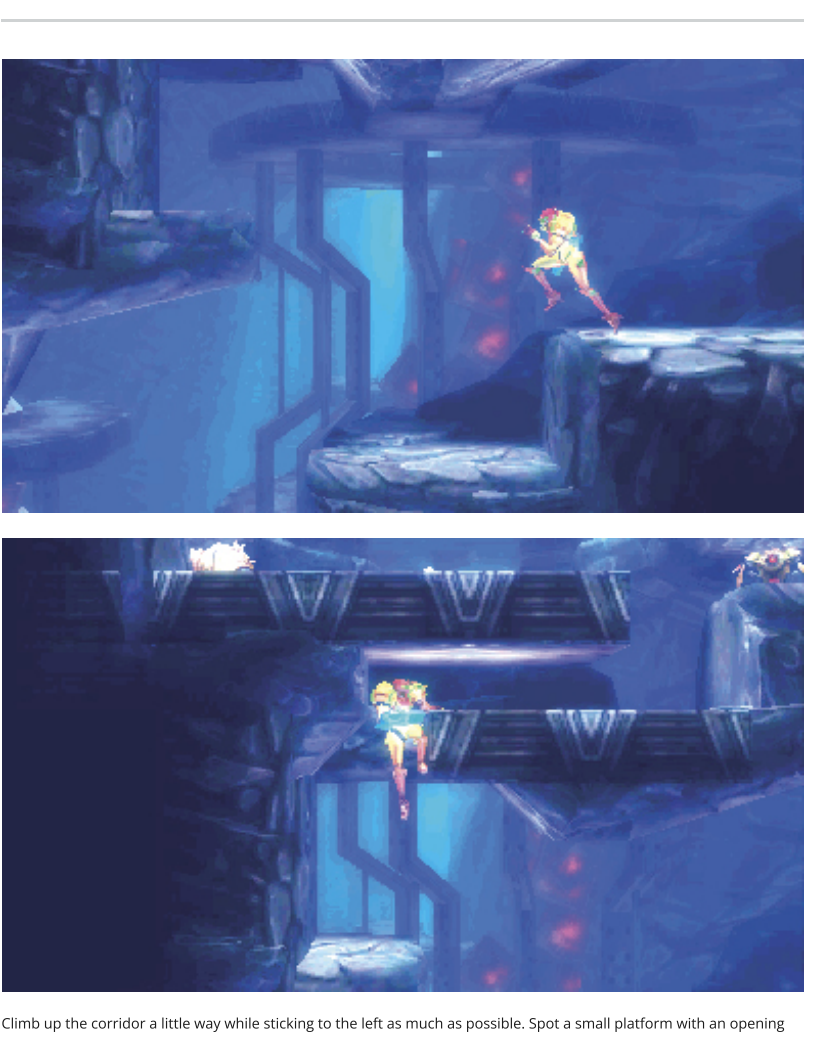


The Spazer Beam changes the Wave Beam so it fires three shots at a time instead of one. Your beams still go through walls and solid objects, but now your shots are more powerful and have an increased spread, so it's much easier to hit your targets. The best news is that the Spazer Beam can destroy Gigadora-covered doors. Whenever you see those purple, three-eyed creatures covering a door, fire your Spazer Beam at their eyes three times and collect whatever goodies are hidden behind them.



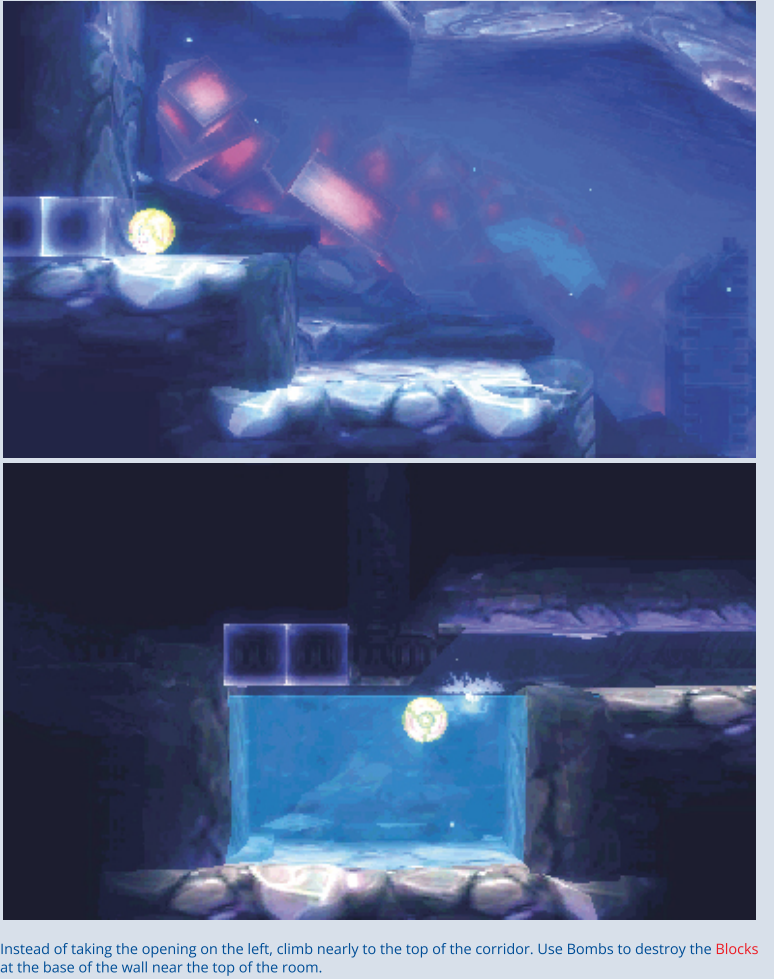
③ Your next stop is another Metroid fight. Double back through the hall and head up past the Teleport Station in the room to the right and above this one.



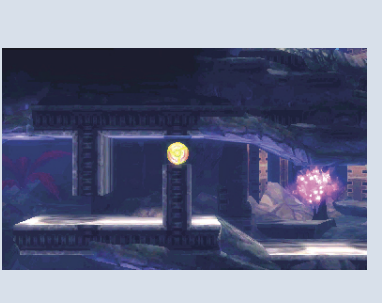


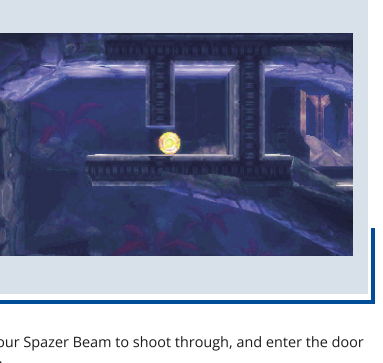
Climb up the corridor a little way while sticking to the left as much as possible. Spot a small platform with an opening above it. Jump into that opening.

AEION TANK A-4



Instead of taking the opening on the left, climb nearly to the top of the corridor. Use Bombs to destroy the Blocks at the base of the wall near the top of the room.





Roll into the pool of water ahead and bomb the Blocks at the upper-left end.

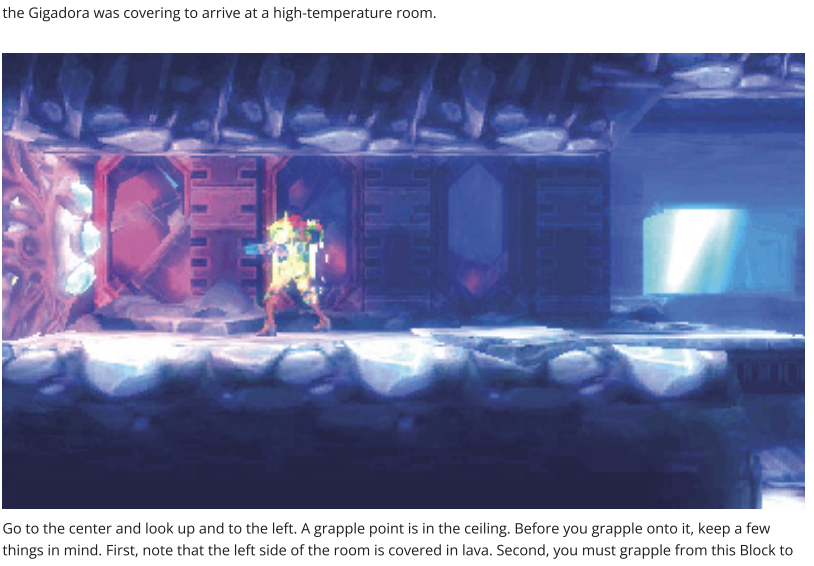
Climb up a bit, then bomb the Block on the lower-right corner of the wall. Roll into the now-open alcove and bomb the upper-right Block.

A Fleech Swarm hive is waiting up ahead. As a refresher, these things continuously drain your health until you wash the mist off in water. Turn on your Lightning Armor before running near the Fleech Swarm; that pool of water you passed through on your way up here is the only one in the room.

Head to the right, through the purple mist, and jump onto the platform above to obtain the Aeion Tank. You must backtrack through the entire room to reach the pool and remove the acidic mist.

Once you wash off, proceed right and roll back out of the room the way you came.

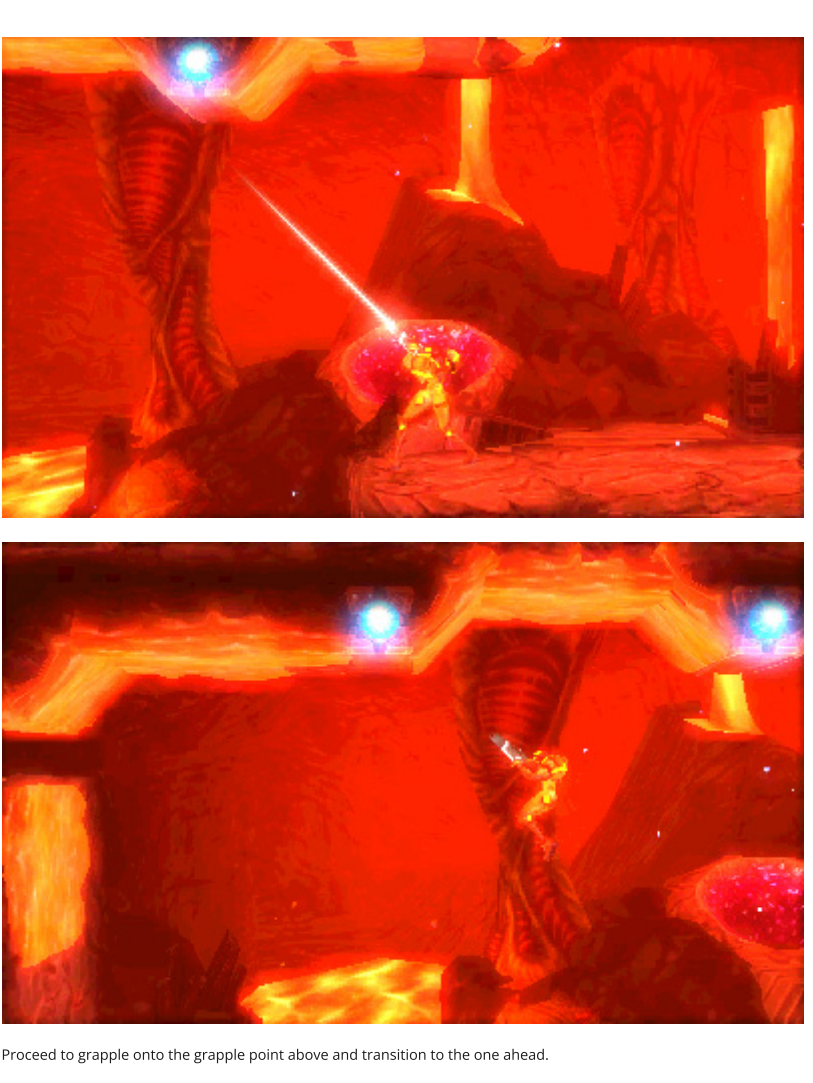
Follow the path to reach another Gigadora-covered door. Use your Spazer Beam to shoot through, and enter the door the Gigadora was covering to arrive at a high-temperature room.



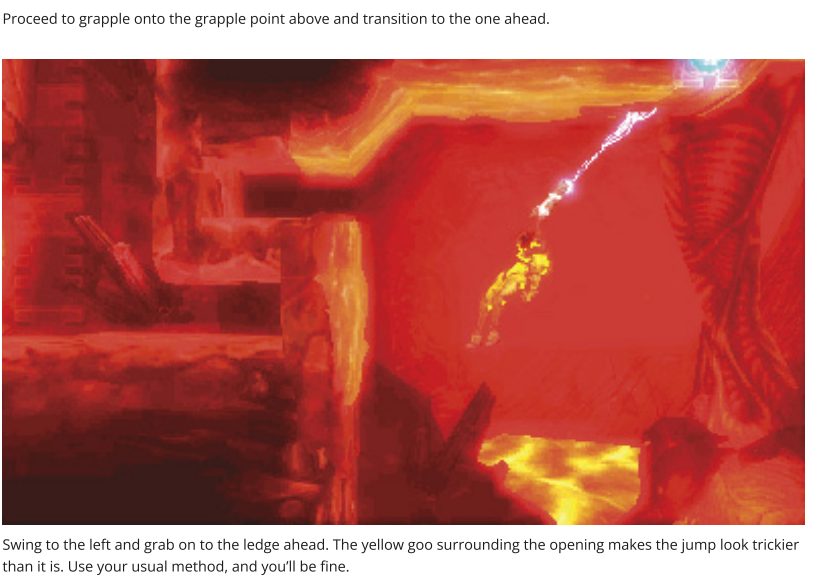
Go to the center and look up and to the left. A grapple point is in the ceiling. Before you grapple onto it, keep a few things in mind. First, note that the left side of the room is covered in lava. Second, you must grapple from this Block to another Block ahead before you can safely exit.

DON'T PANIC!

If you fall into the lava, immediately return to the platform in the center of the room, hopping along the way. Hopping mitigates the damage dealt by the lava.



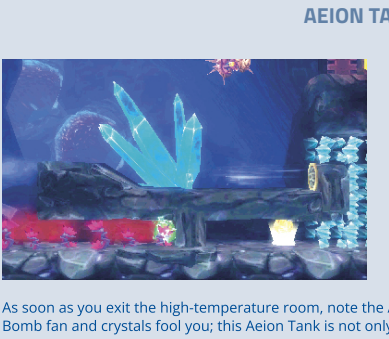
Proceed to grapple onto the grapple point above and transition to the one ahead.

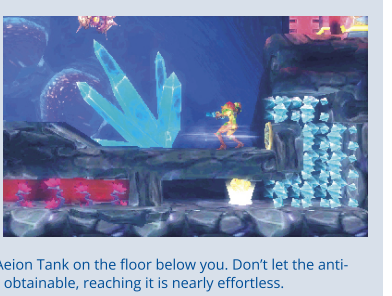


Swing to the left and grab on to the ledge ahead. The yellow goo surrounding the opening makes the jump look trickier than it is. Use your usual method, and you'll be fine.

Once in the opening, roll slightly left to fall through a Pit Block. Take the door on the left.

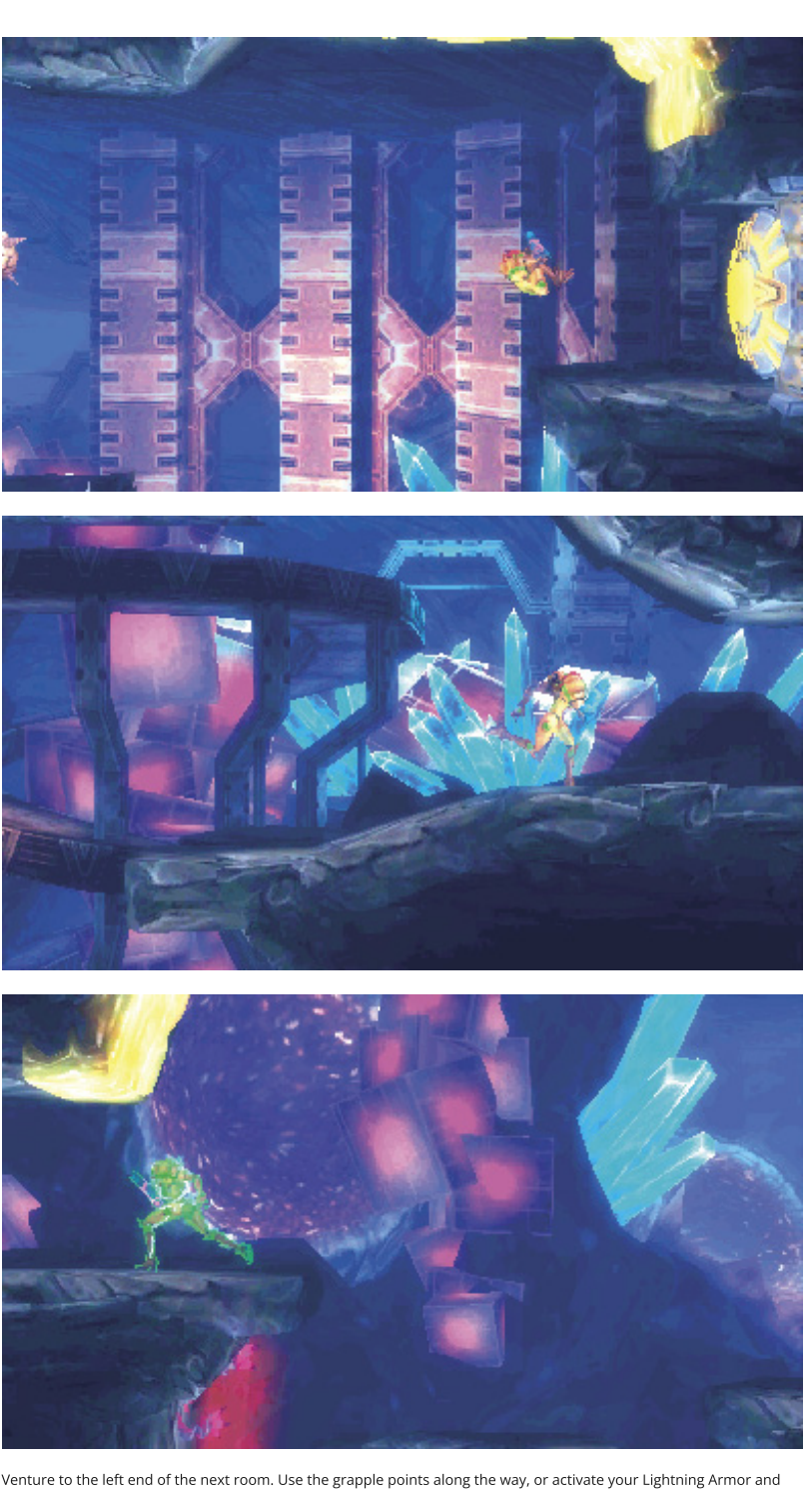
AEION TANK A-5





As soon as you exit the high-temperature room, note the Aeion Tank on the floor below you. Don't let the anti-Bomb fan and crystals fool you; this Aeion Tank is not only obtainable, reaching it is nearly effortless.

Head left a short distance, turn on your Lightning Armor, and drop into the red plants. Roll to the right and bomb the Block up ahead. With the Block destroyed, the Aeion Tank is yours to claim.



Venture to the left end of the next room. Use the grapple points along the way, or activate your Lightning Armor and run through the red plants below them. The rest of the room is a straight shot.

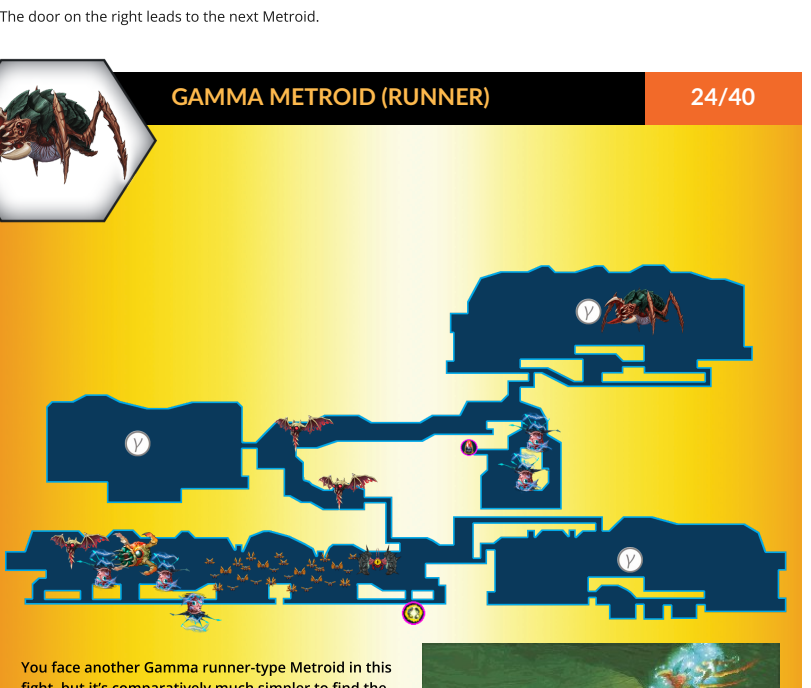
Climb to the top of the next corridor and enter the opening on the right.

Head to the door on the right side of the next room. There are grapple points in this room like the one below it, and as in that other room, you can ignore them altogether if you're in a hurry.

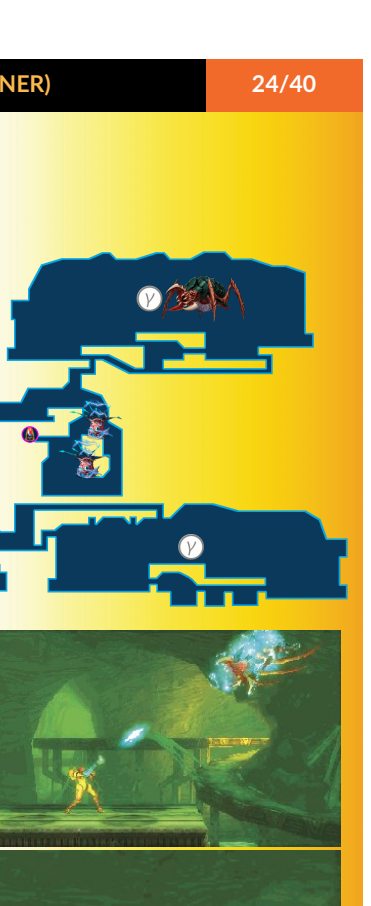
The door on the right leads to the next Metroid.

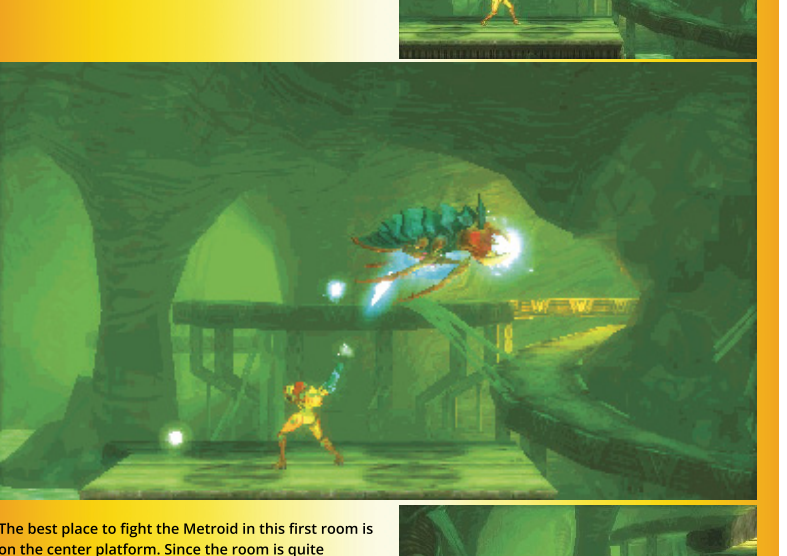
GAMMA METROID (RUNNER)

24/40

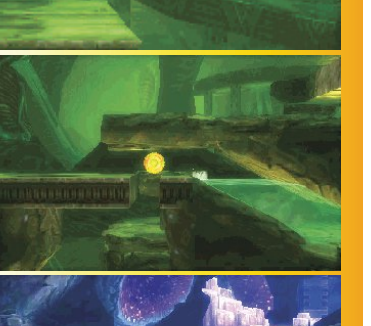


You face another Gamma runner-type Metroid in this fight, but it's comparatively much simpler to find the rooms the Metroid escapes to. They're all located along the way back down, ending with the high-temperature room, so you don't have to worry about hunting destructible Blocks as much as in previous rooms.

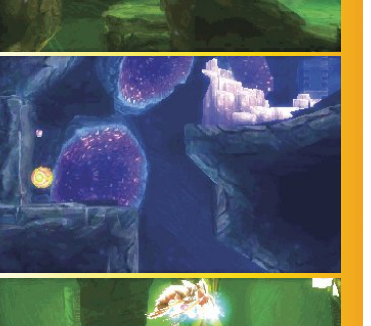




The best place to fight the Metroid in this first room is on the center platform. Since the room is quite spacious, the majority of it is pretty safe to fight in, but the center offers the most head room and stable ground.

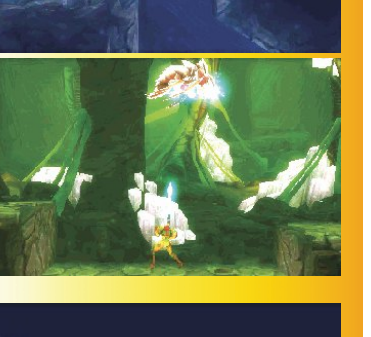


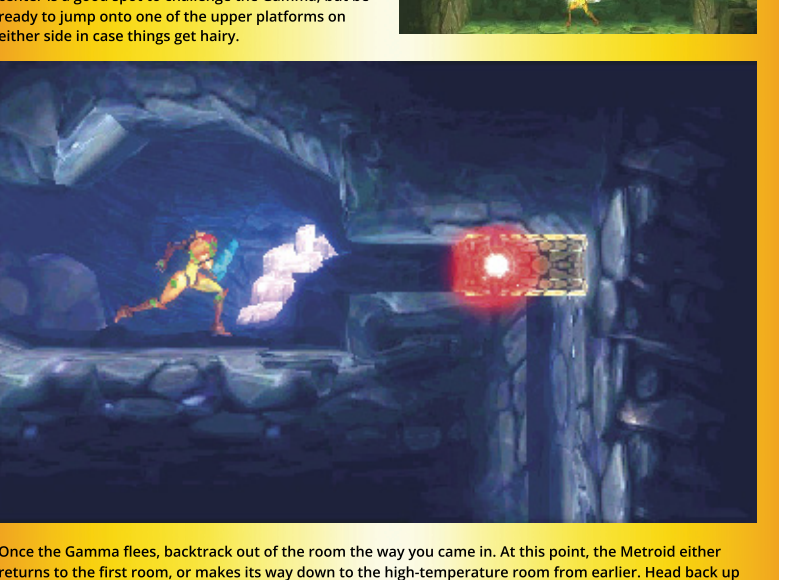
When the Gamma runs, head to the left side of the left-most platform and place a Bomb underneath, then take the door on the left. For an extra Missile Tank, read the "Missile Tank M-34 tip first.



The Metroid's next potential room is just below the slope at the top-left corner. If your Metroid Radar flashes red, this is the place. If not, head all the way down to the high-temperature room you passed through earlier.

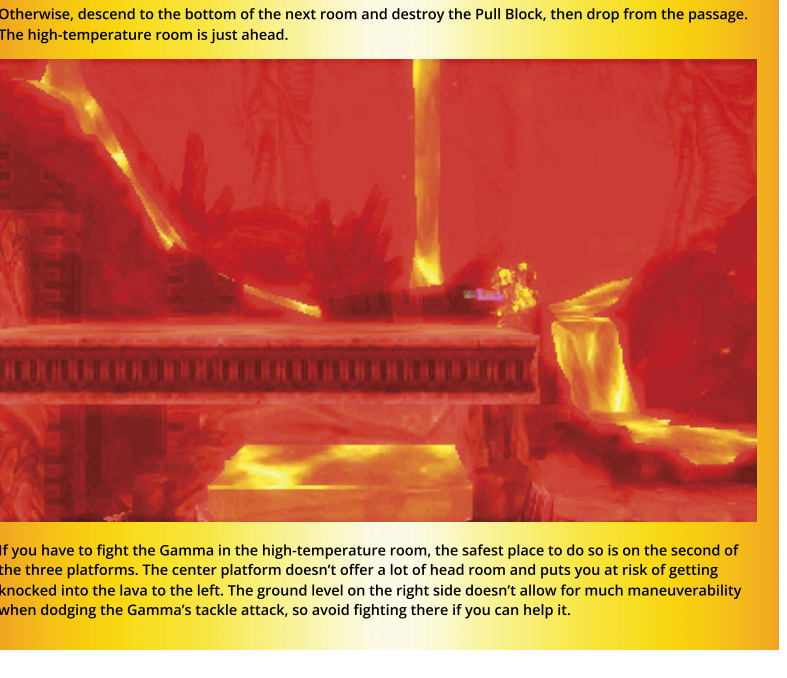
This room features slightly less favorable conditions, but you can still fight here with reasonable ease. The center is a good spot to challenge the Gamma, but be ready to jump onto one of the upper platforms on either side in case things get hairy.





Once the Gamma flees, backtrack out of the room the way you came in. At this point, the Metroid either returns to the first room, or makes its way down to the high-temperature room from earlier. Head back up near the first room. If your Metroid Radar flashes, this is your destination.

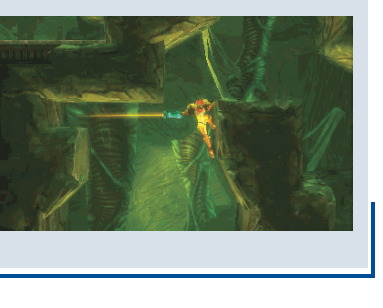
Otherwise, descend to the bottom of the next room and destroy the Pull Block, then drop from the passage. The high-temperature room is just ahead.

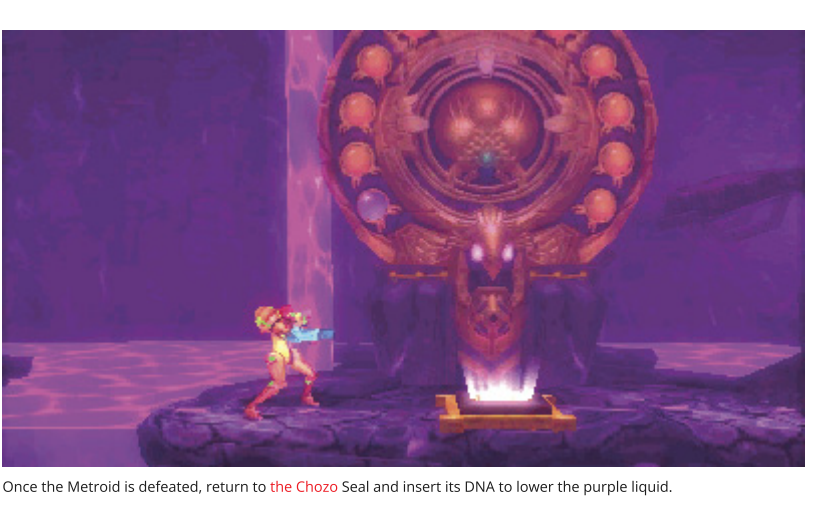


If you have to fight the Gamma in the high-temperature room, the safest place to do so is on the second of the three platforms. The center platform doesn't offer a lot of head room and puts you at risk of getting knocked into the lava to the left. The ground level on the right side doesn't allow for much maneuverability when dodging the Gamma's tackle attack, so avoid fighting there if you can help it.

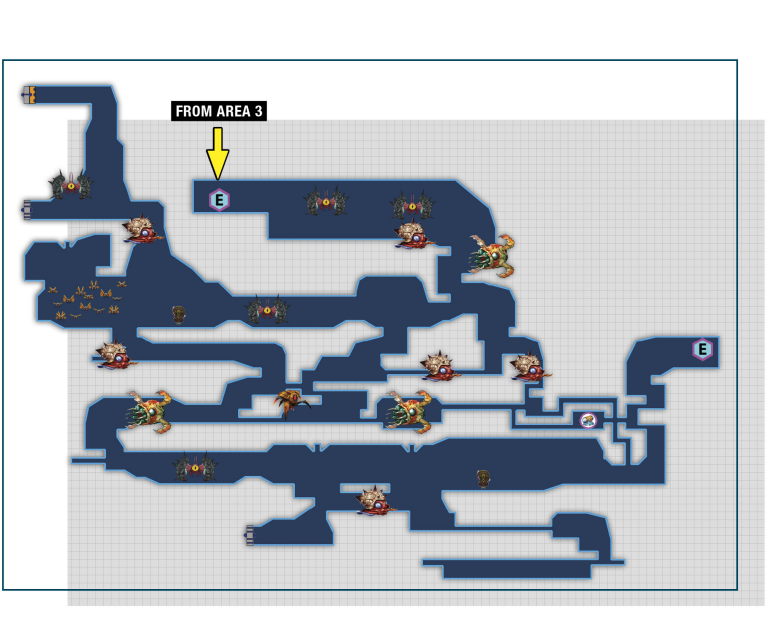
MISSILE TANK M-34

After exiting the Metroid's first room, drop down the next room's right side and hang from the left side of the suspended platform. Fire a missile into the opening to the left to reveal the Missile Tank. From here, Spider Ball your way into the opening to grab the tank.

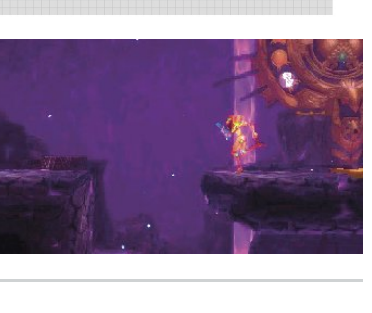


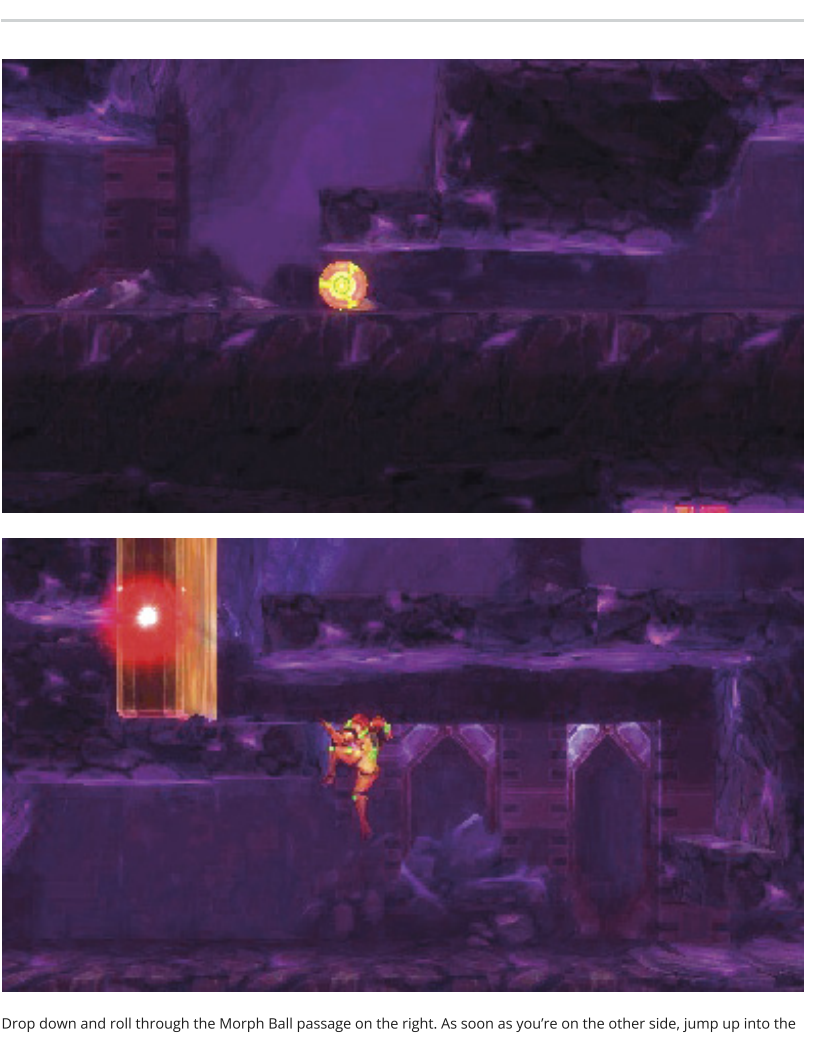


Once the Metroid is defeated, return to the Chozo Seal and insert its DNA to lower the purple liquid.

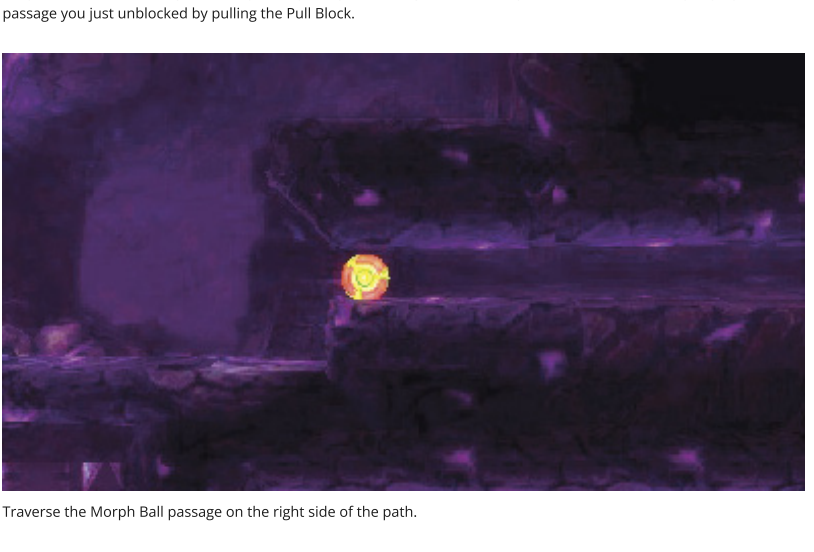


④ Drop off the platform through the opening to the left of the Chozo Seal. Head right and pull the Pull Block through the small opening in the wall.

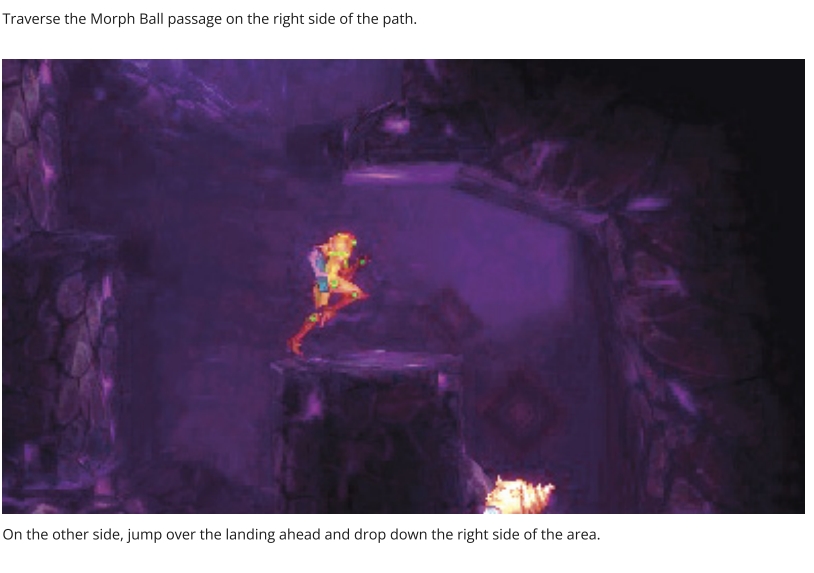




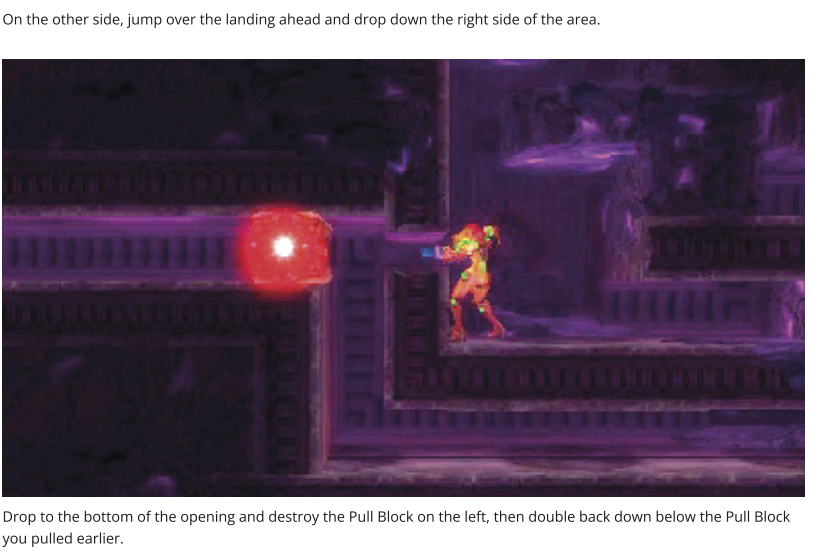
Drop down and roll through the Morph Ball passage on the right. As soon as you're on the other side, jump up into the passage you just unblocked by pulling the Pull Block.



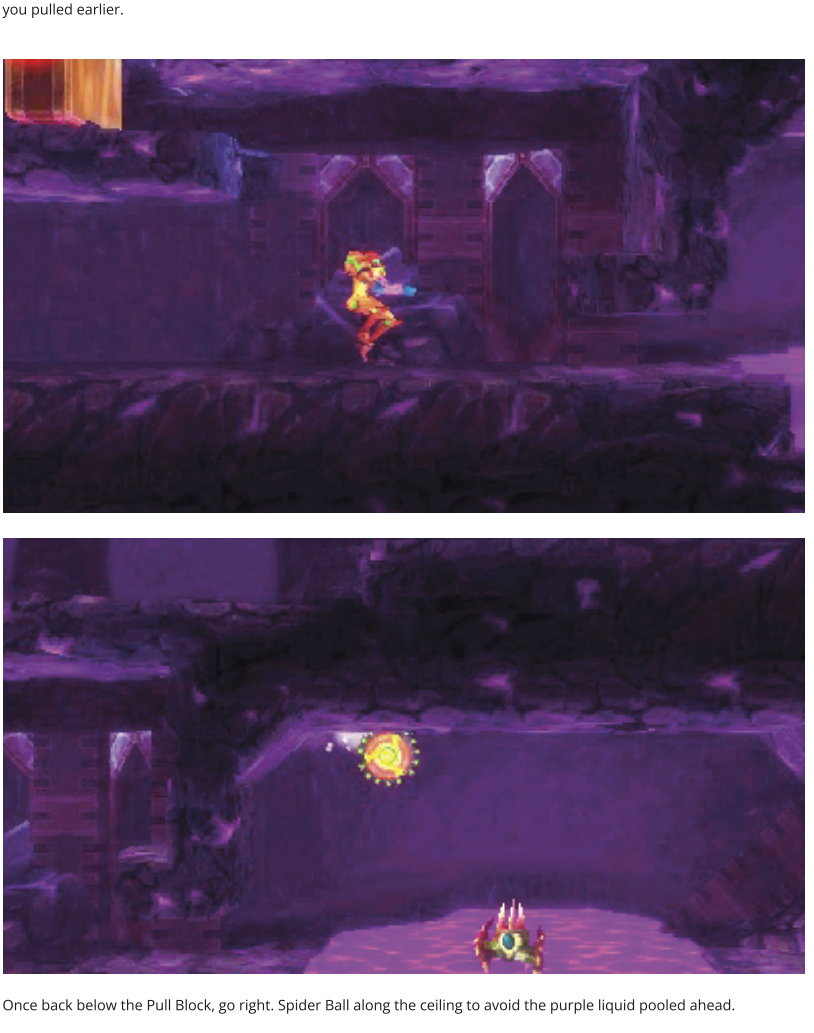
Traverse the Morph Ball passage on the right side of the path.



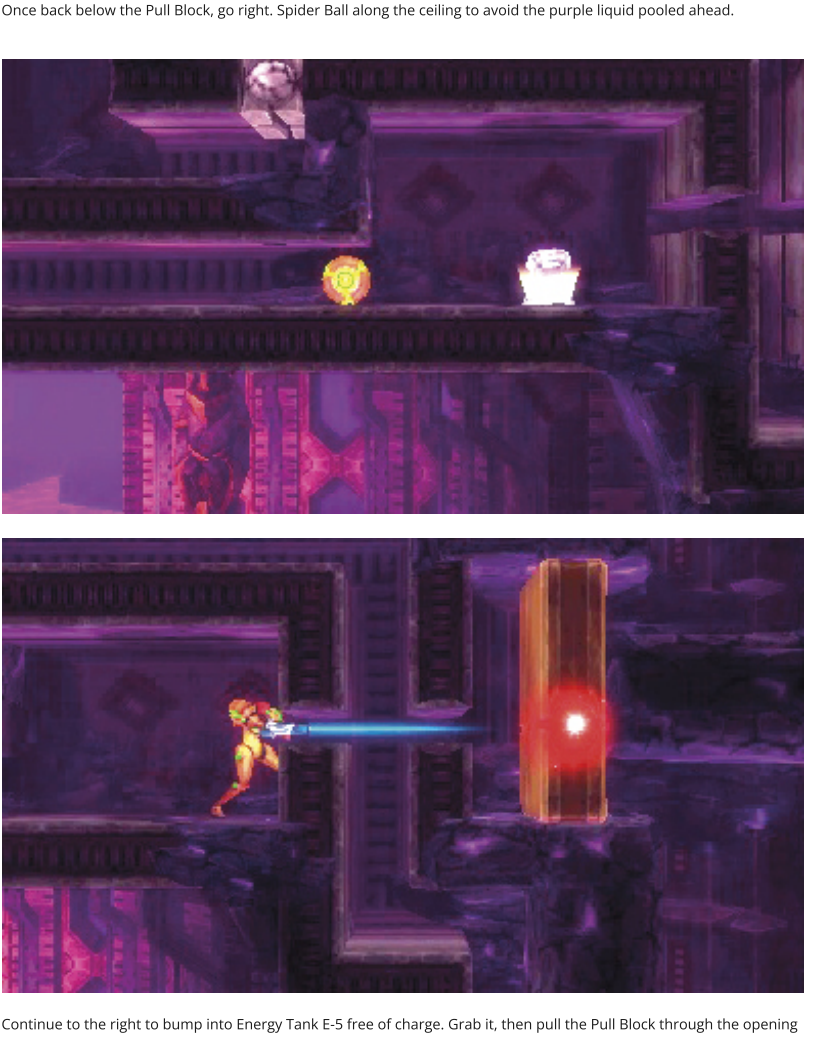
On the other side, jump over the landing ahead and drop down the right side of the area.



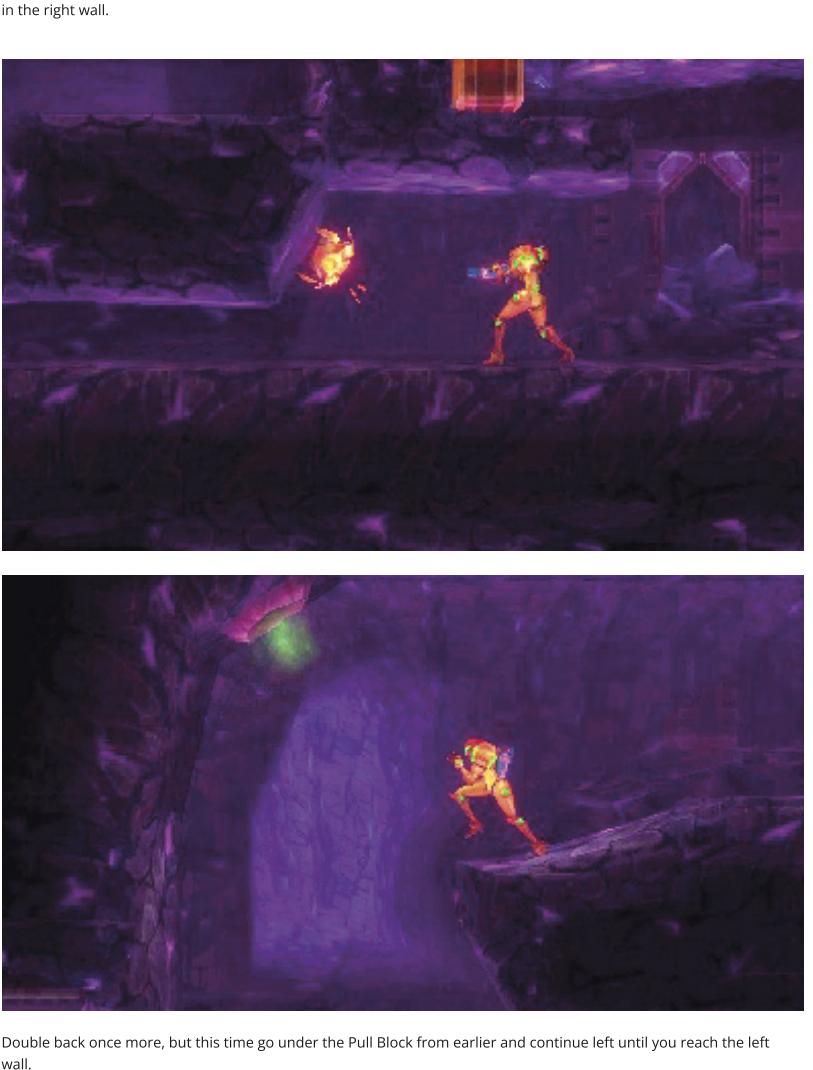
Drop to the bottom of the opening and destroy the Pull Block on the left, then double back down below the Pull Block you pulled earlier.



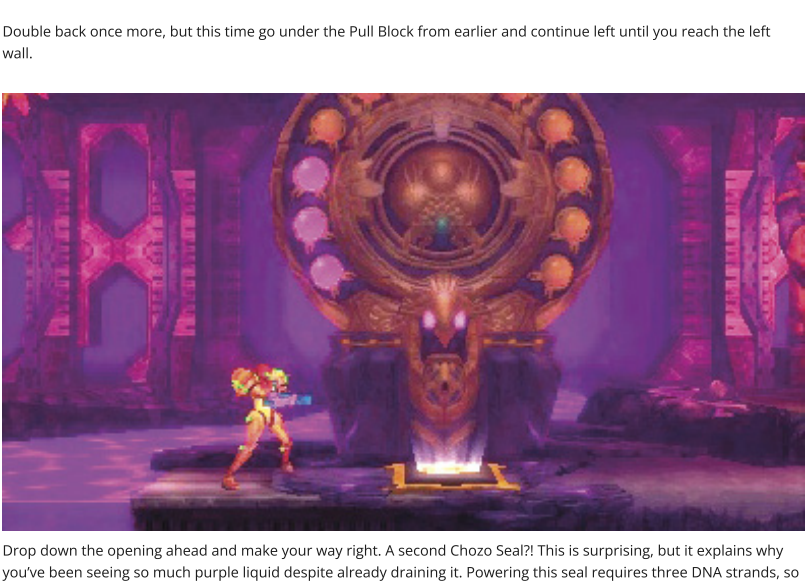
Once back below the Pull Block, go right. Spider Ball along the ceiling to avoid the purple liquid pooled ahead.



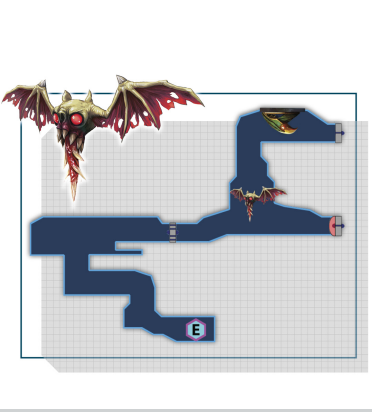
Continue to the right to bump into Energy Tank E-5 free of charge. Grab it, then pull the Pull Block through the opening in the right wall.



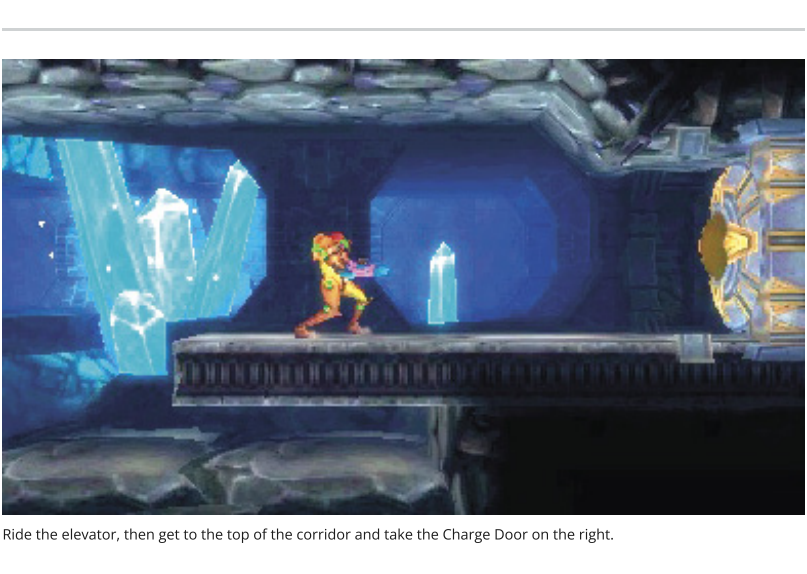
Double back once more, but this time go under the Pull Block from earlier and continue left until you reach the left wall.



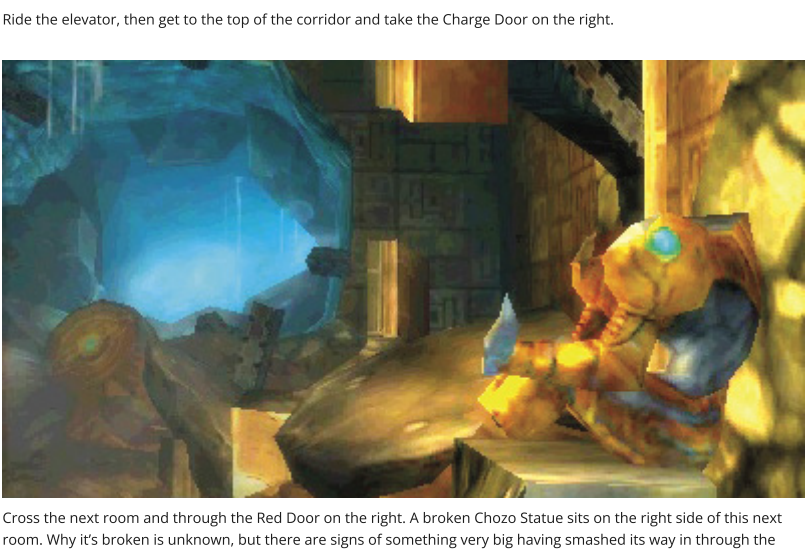
Drop down the opening ahead and make your way right. A second Chozo Seal?! This is surprising, but it explains why you've been seeing so much purple liquid despite already draining it. Powering this seal requires three DNA strands, so you'd better get going.



⑤ Head right until you hit the right wall. Jump up the opening and climb past the Pull Block to find an elevator to the east side of Area 4.



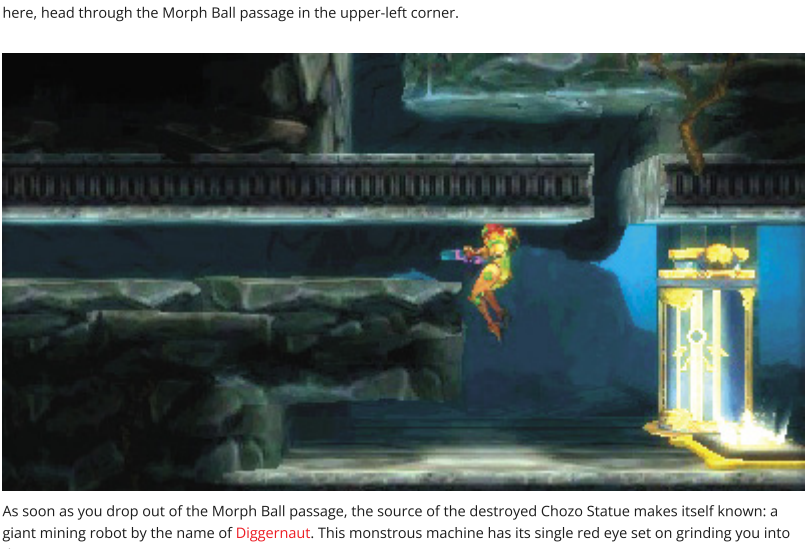
Ride the elevator, then get to the top of the corridor and take the Charge Door on the right.



Cross the next room and through the Red Door on the right. A broken Chozo Statue sits on the right side of this next room. Why it's broken is unknown, but there are signs of something very big having smashed its way in through the wall. Be on your guard.

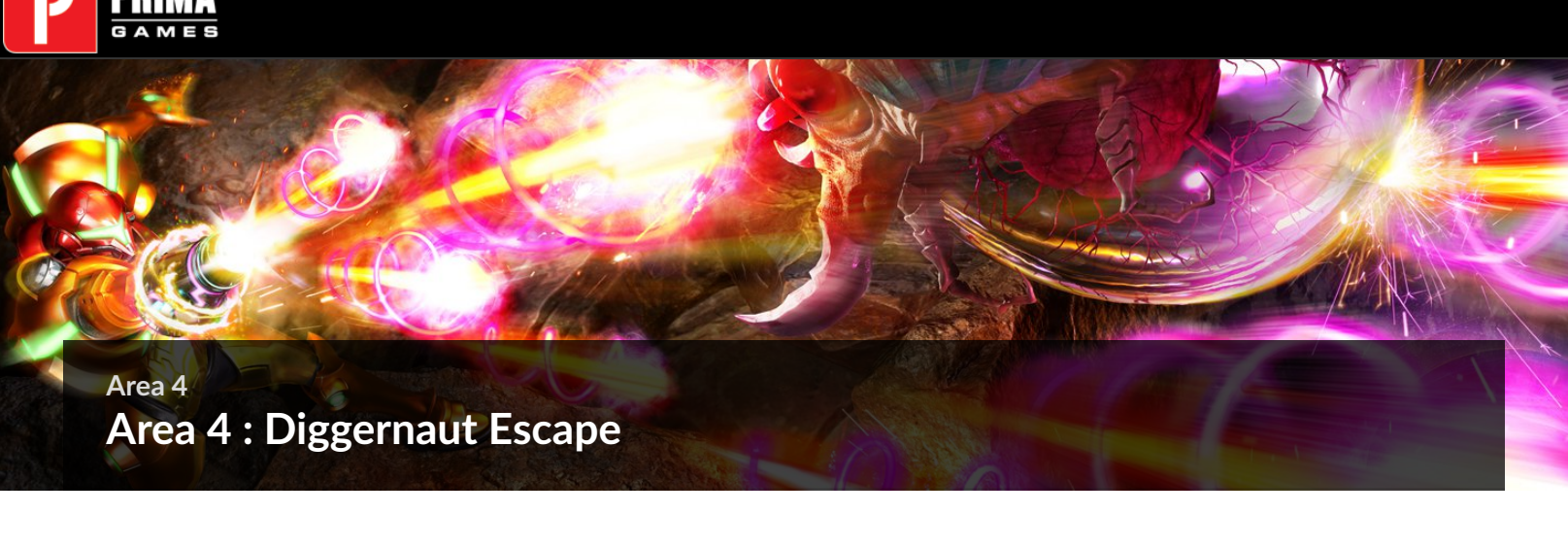
⑥ An Item Sphere is resting in the southeast corner of Area 4. This could be what was pulled from the broken Chozo Statue. Make your way in that direction.

Roll into the Morph Ball passage to the left of the Chozo Statue. You drop into a small room with a Save Station. From here, head through the Morph Ball passage in the upper-left corner.



As soon as you drop out of the Morph Ball passage, the source of the destroyed Chozo Statue makes itself known: a giant mining robot by the name of Diggernaut. This monstrous machine has its single red eye set on grinding you into dust.

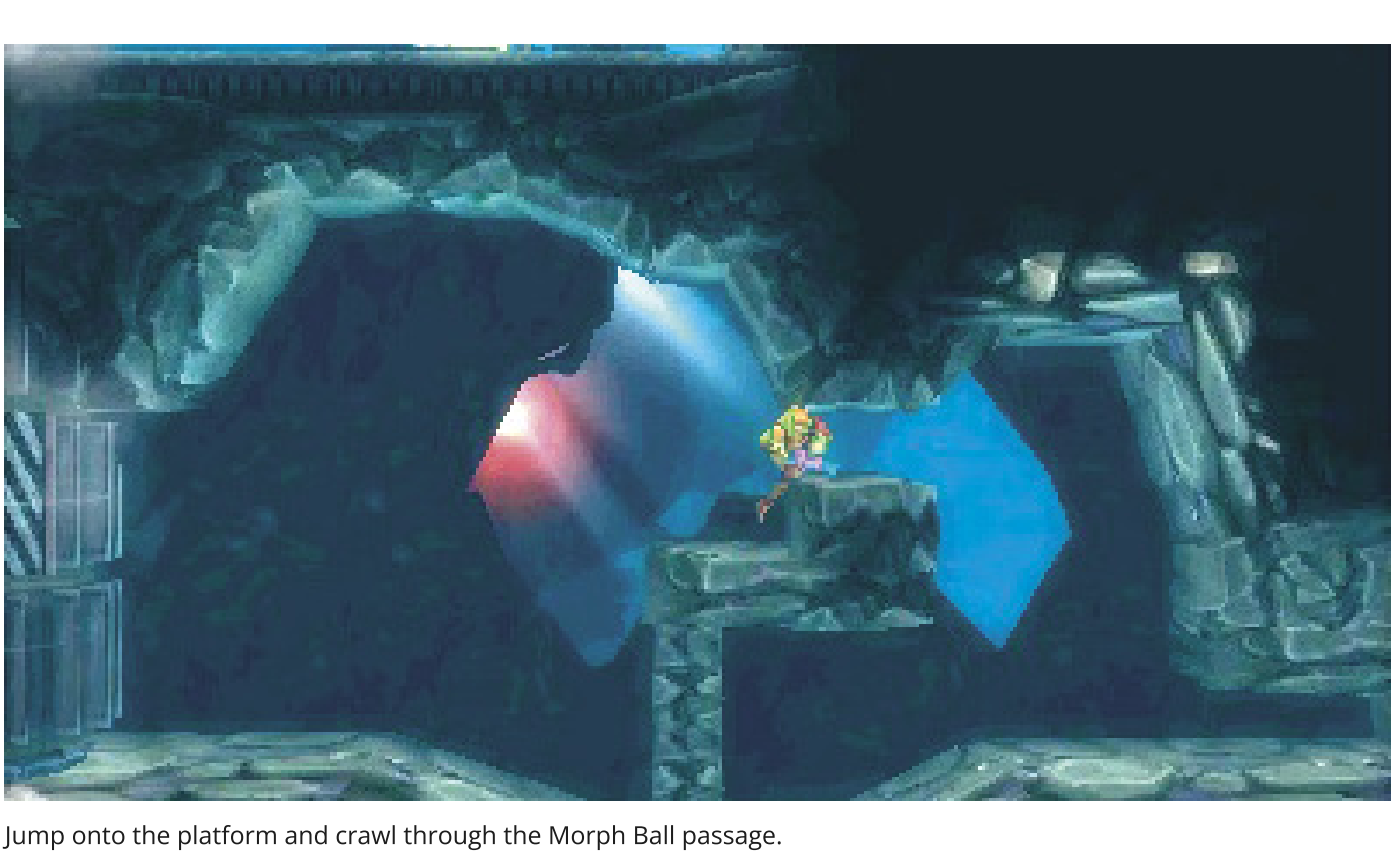
You need to avoid the Diggernaut's grinder during the next section, but the area is laid out like an obstacle course. We break down a clear path to safety, so we suggest you read ahead to prepare for what's coming.



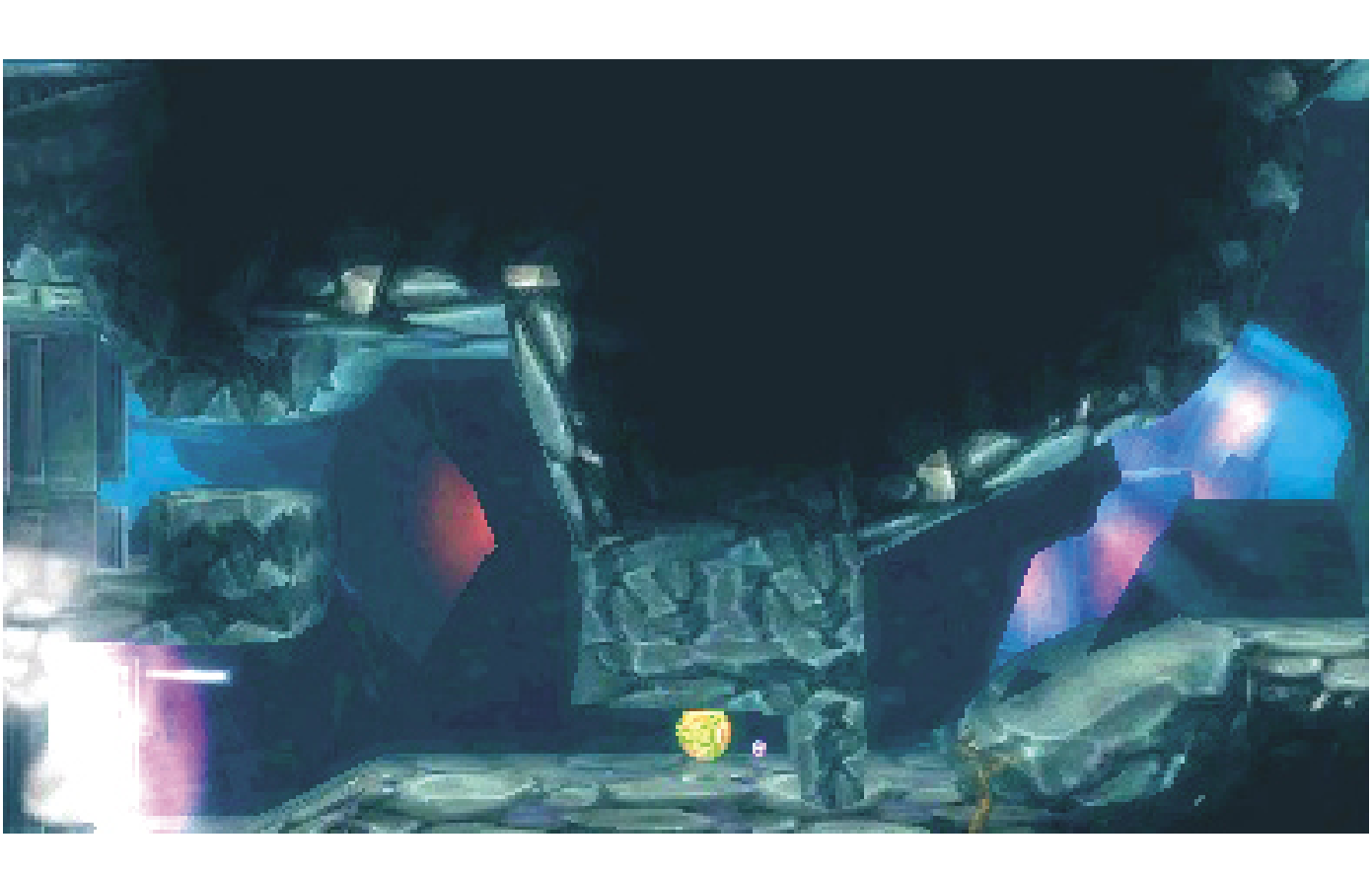
Area 4

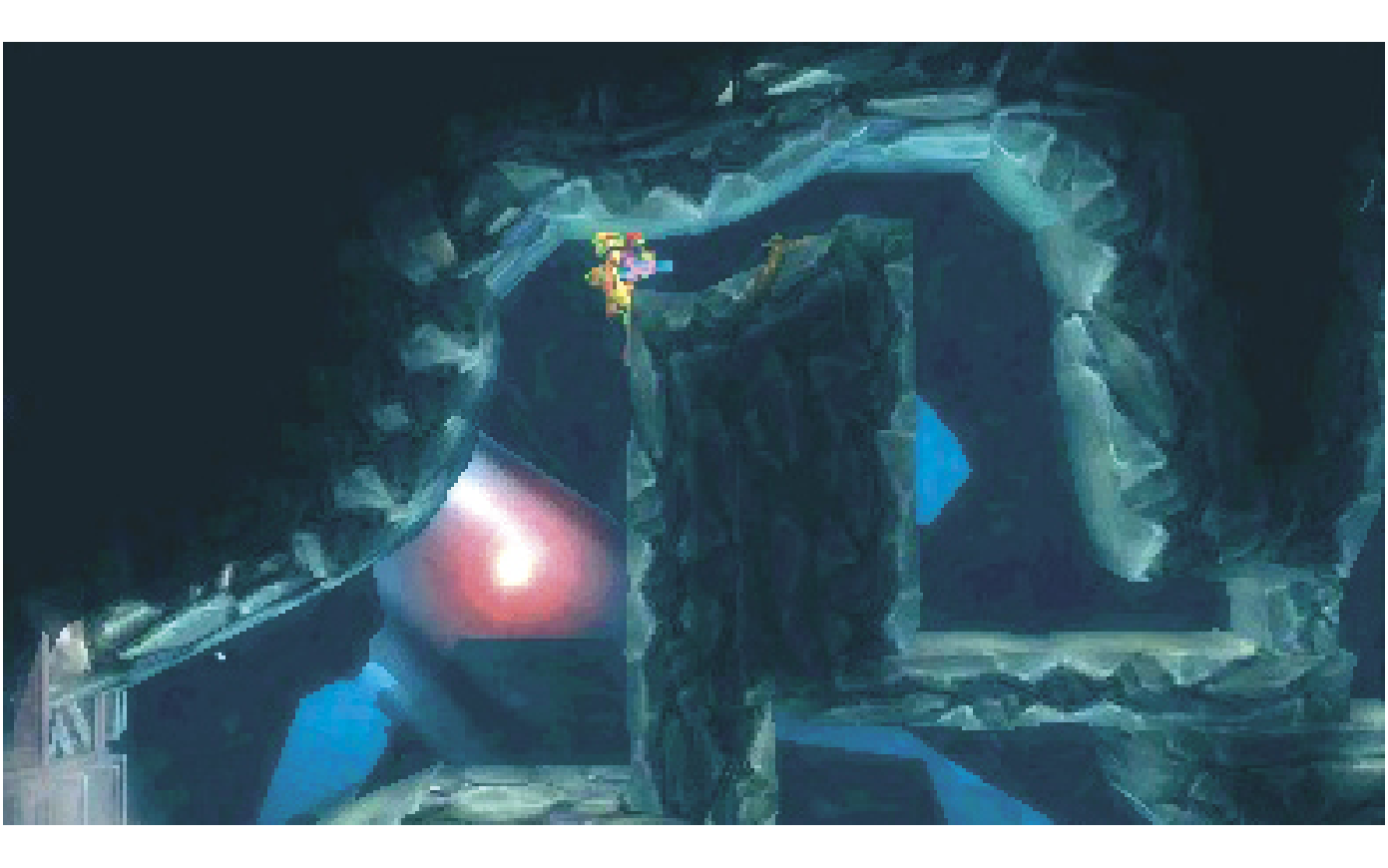
Area 4 : Diggernaut Escape

DIGGERNAUT ESCAPE: ROOM 1



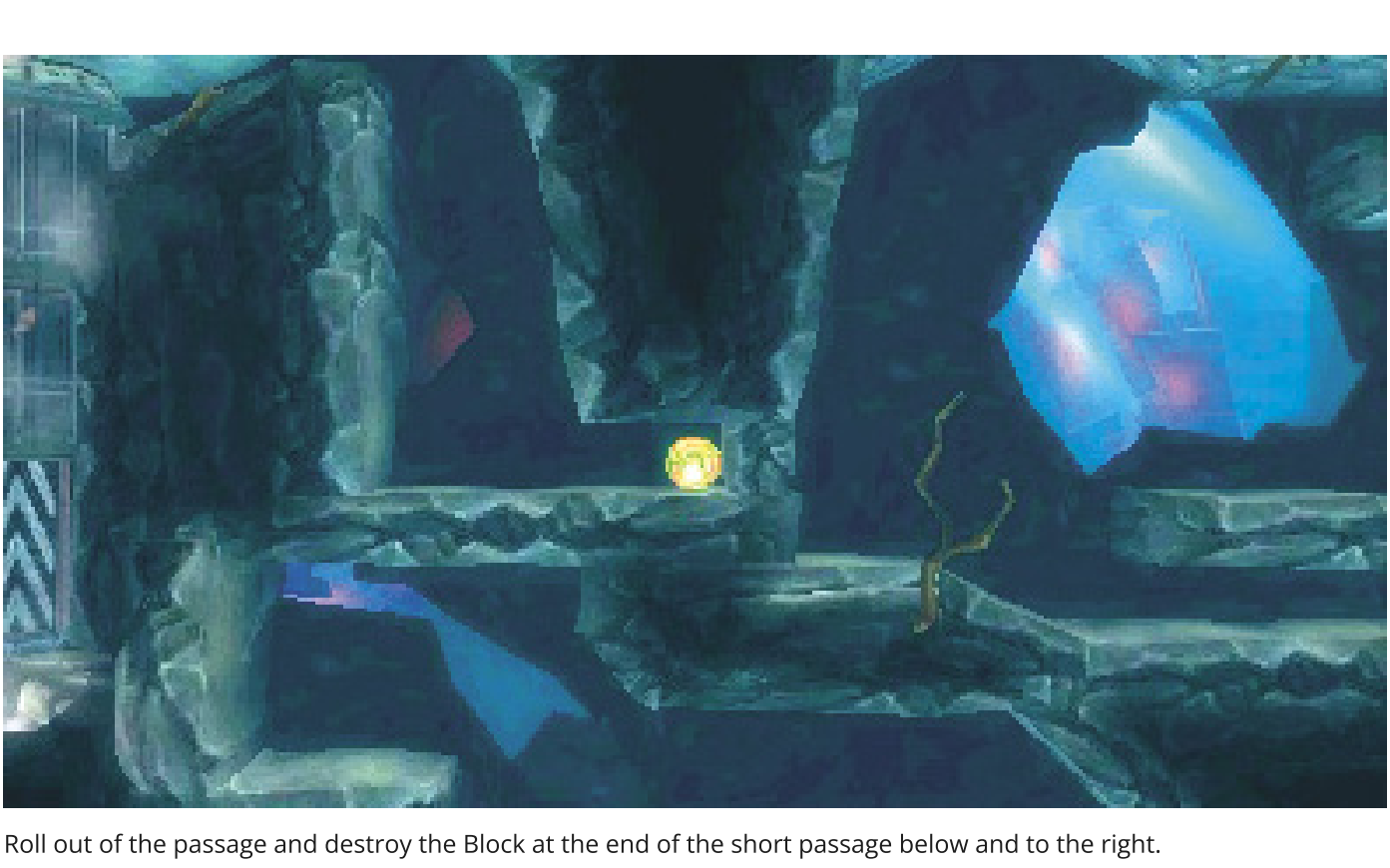
Jump onto the platform and crawl through the Morph Ball passage.



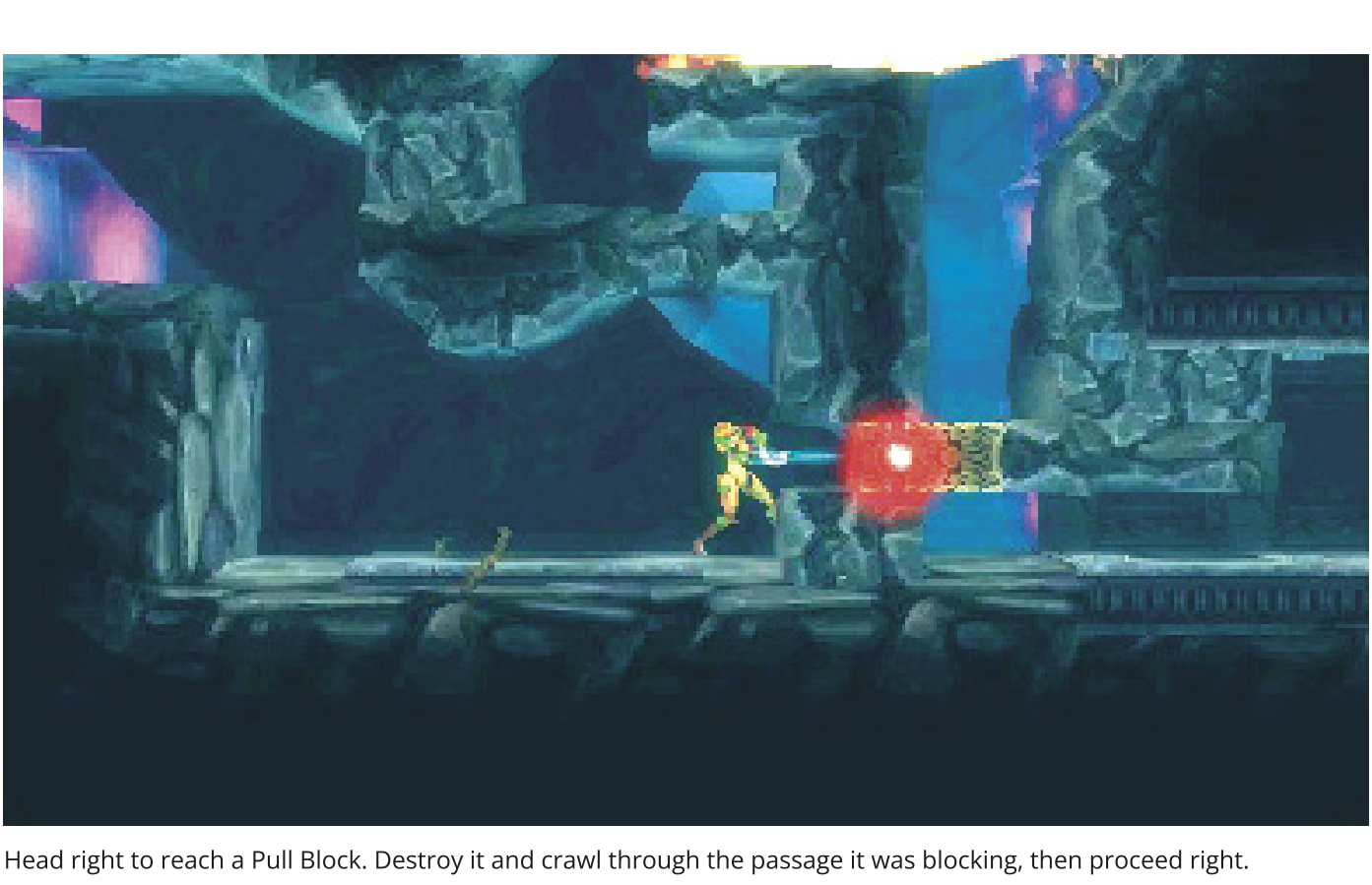


Roll into the small passage ahead and plant a Bomb to destroy the Block at the end.

Jump up into the passage near the top of the room.

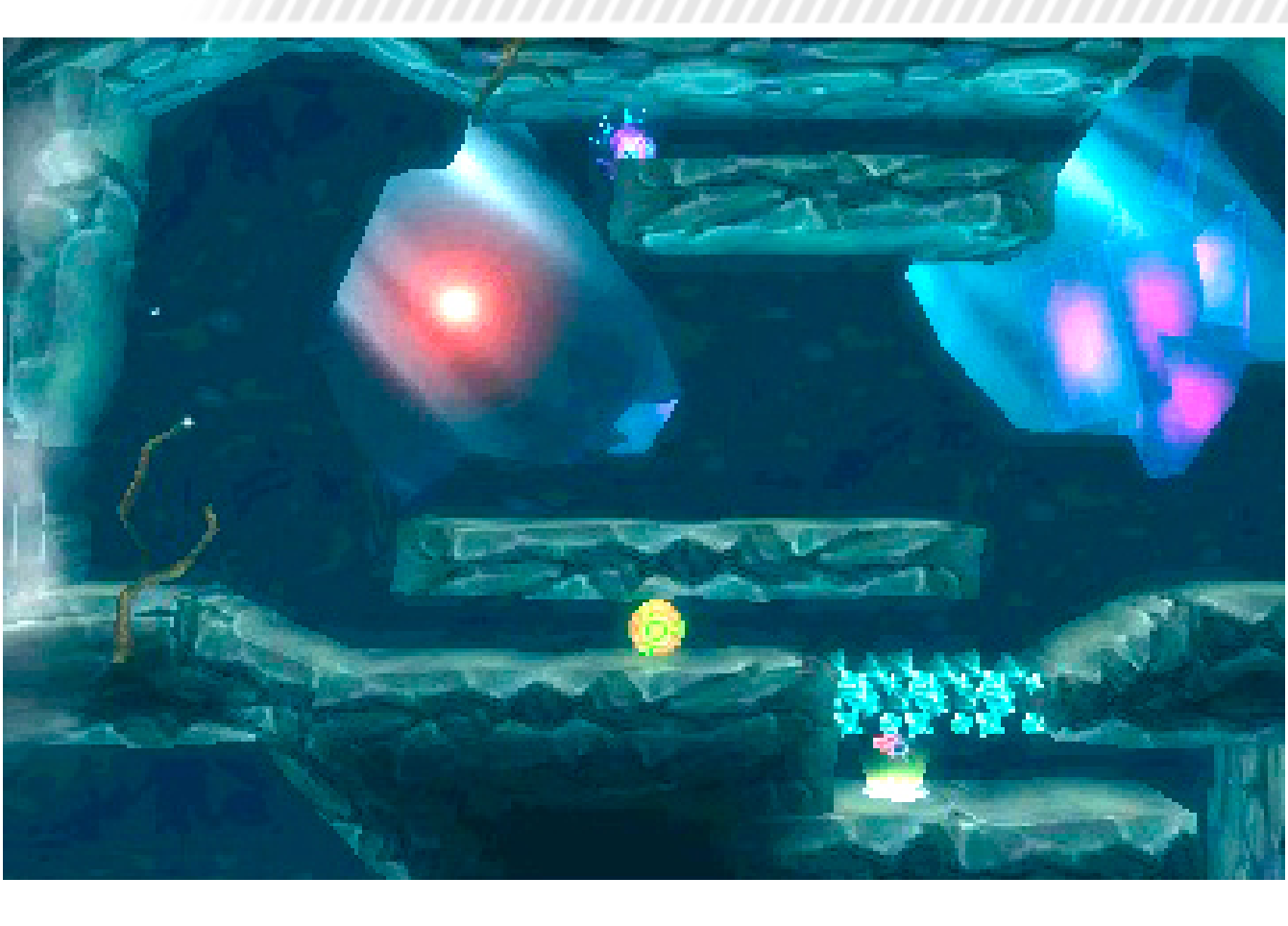


Roll out of the passage and destroy the Block at the end of the short passage below and to the right.

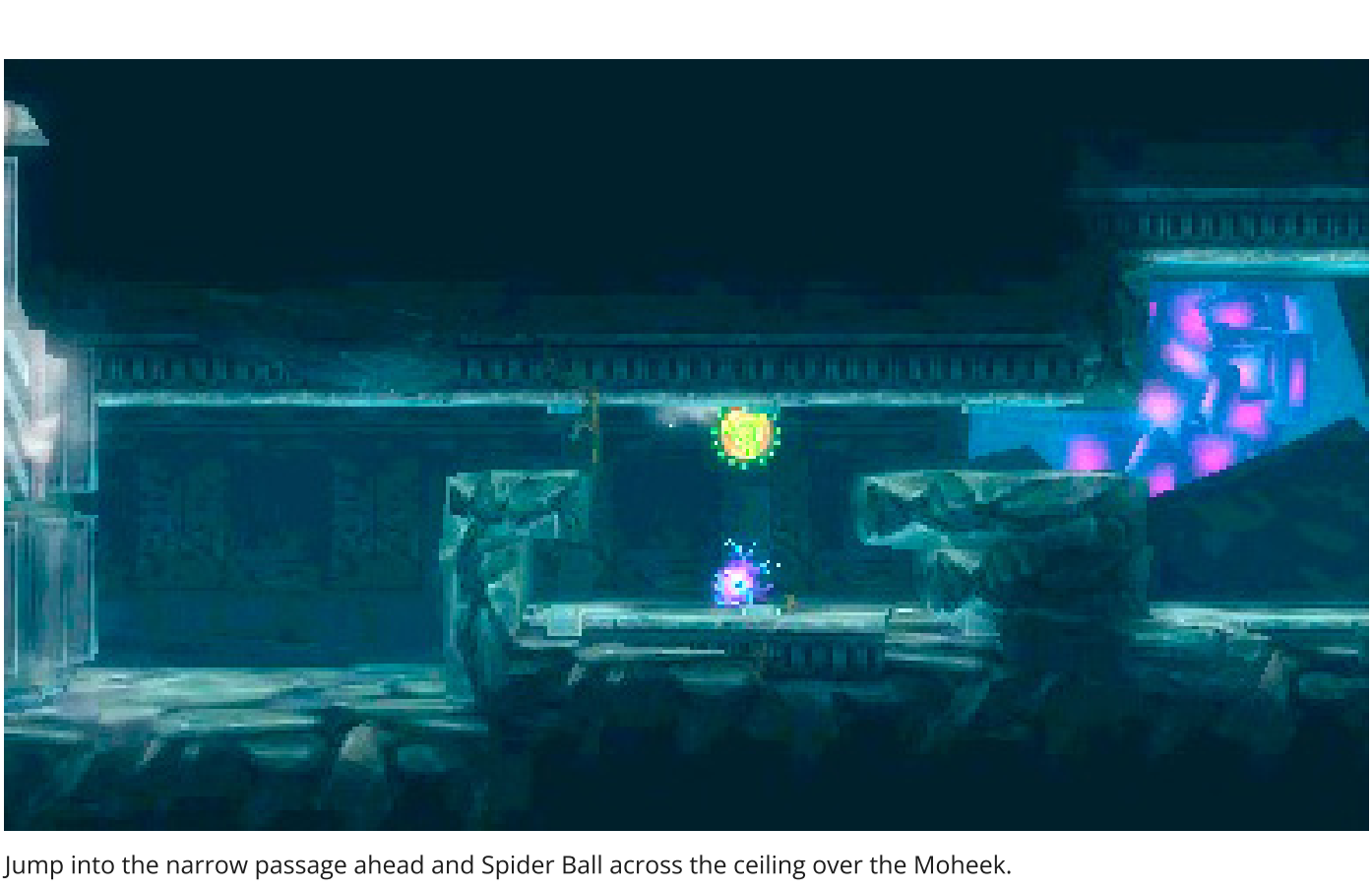


Head right to reach a Pull Block. Destroy it and crawl through the passage it was blocking, then proceed right.

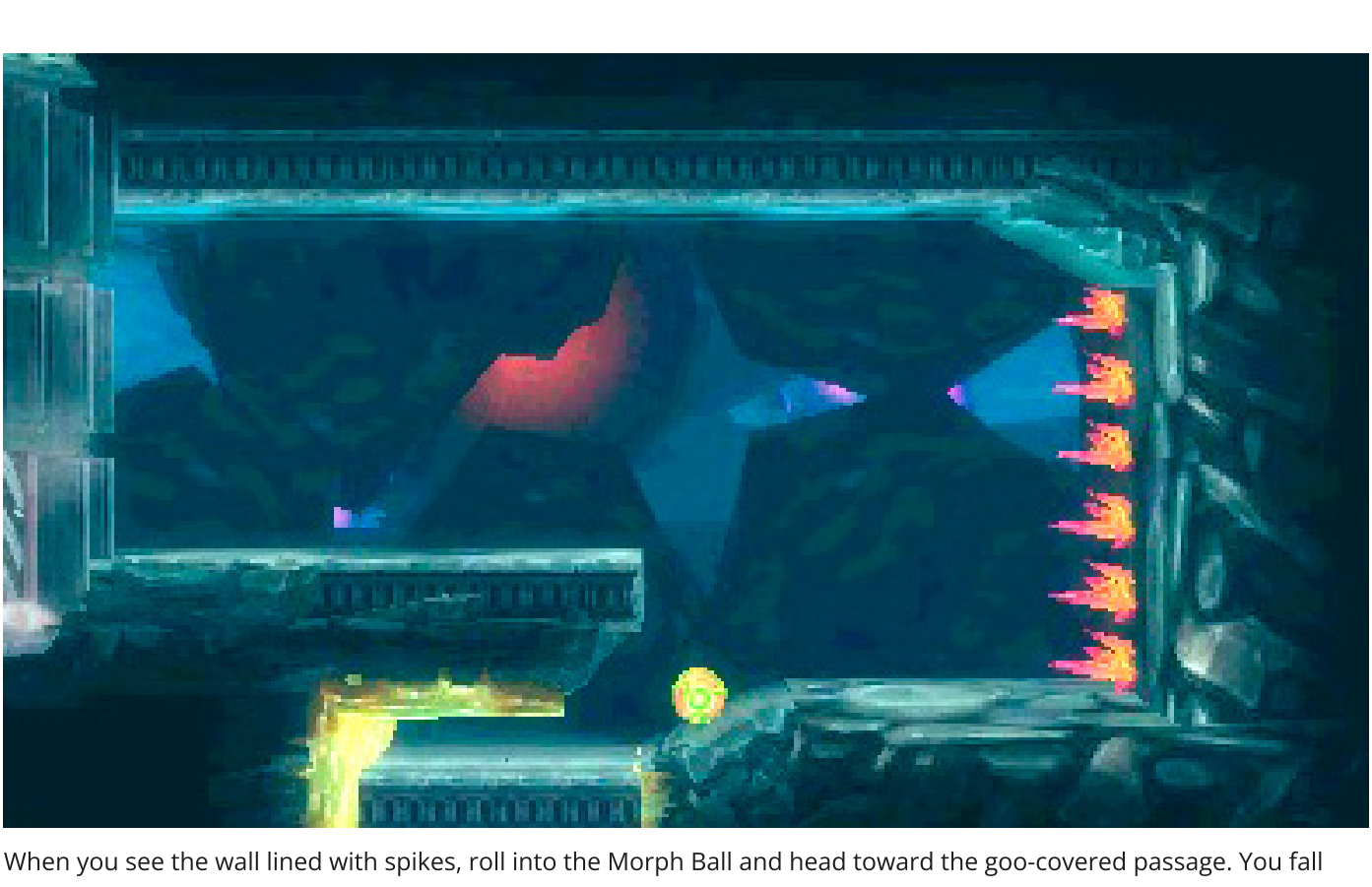
DELAYED GRATIFICATION



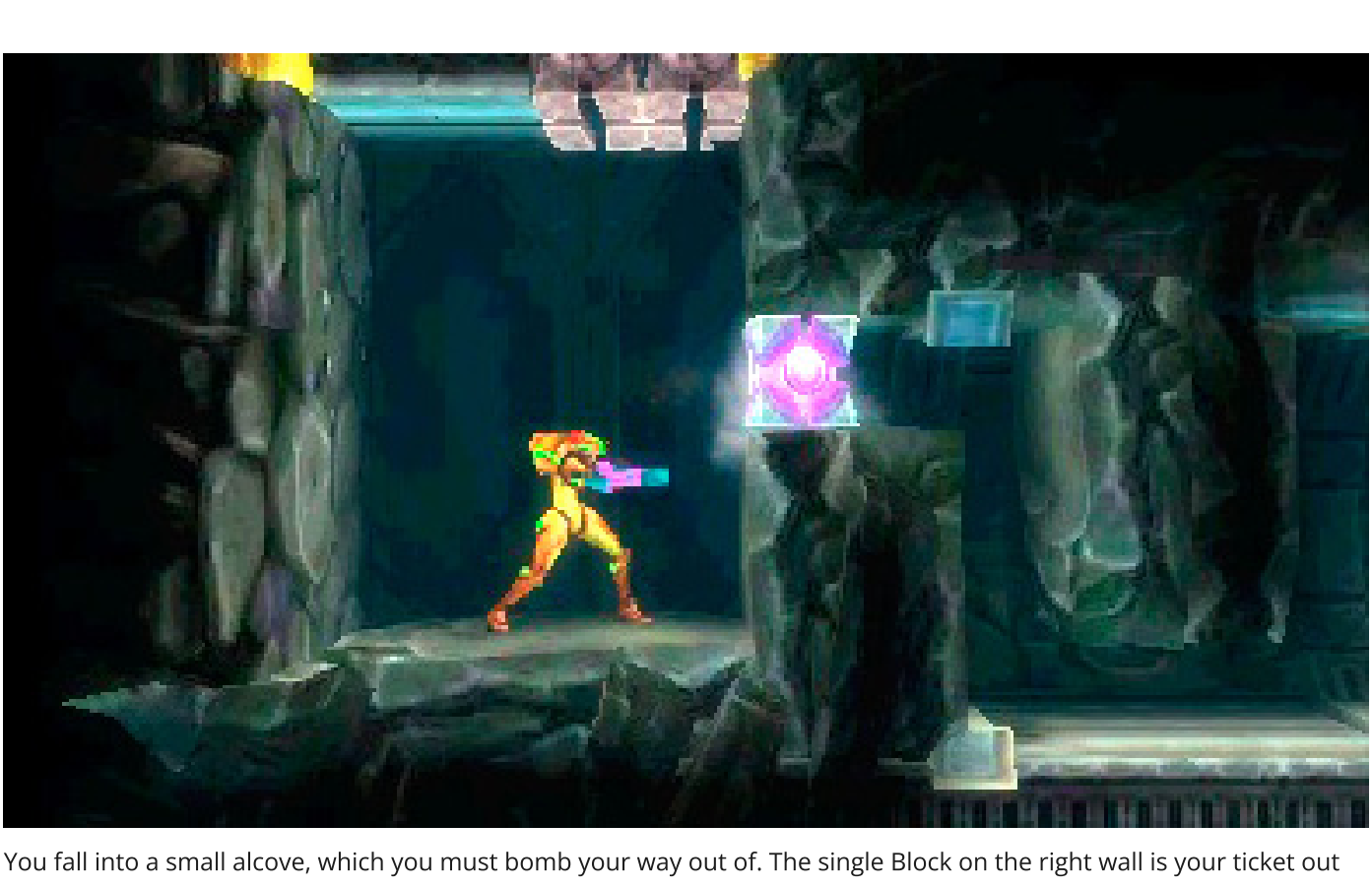
You pass several item tanks while trying to escape the Diggernaut. Don't worry! You can grab them when the coast is clear.



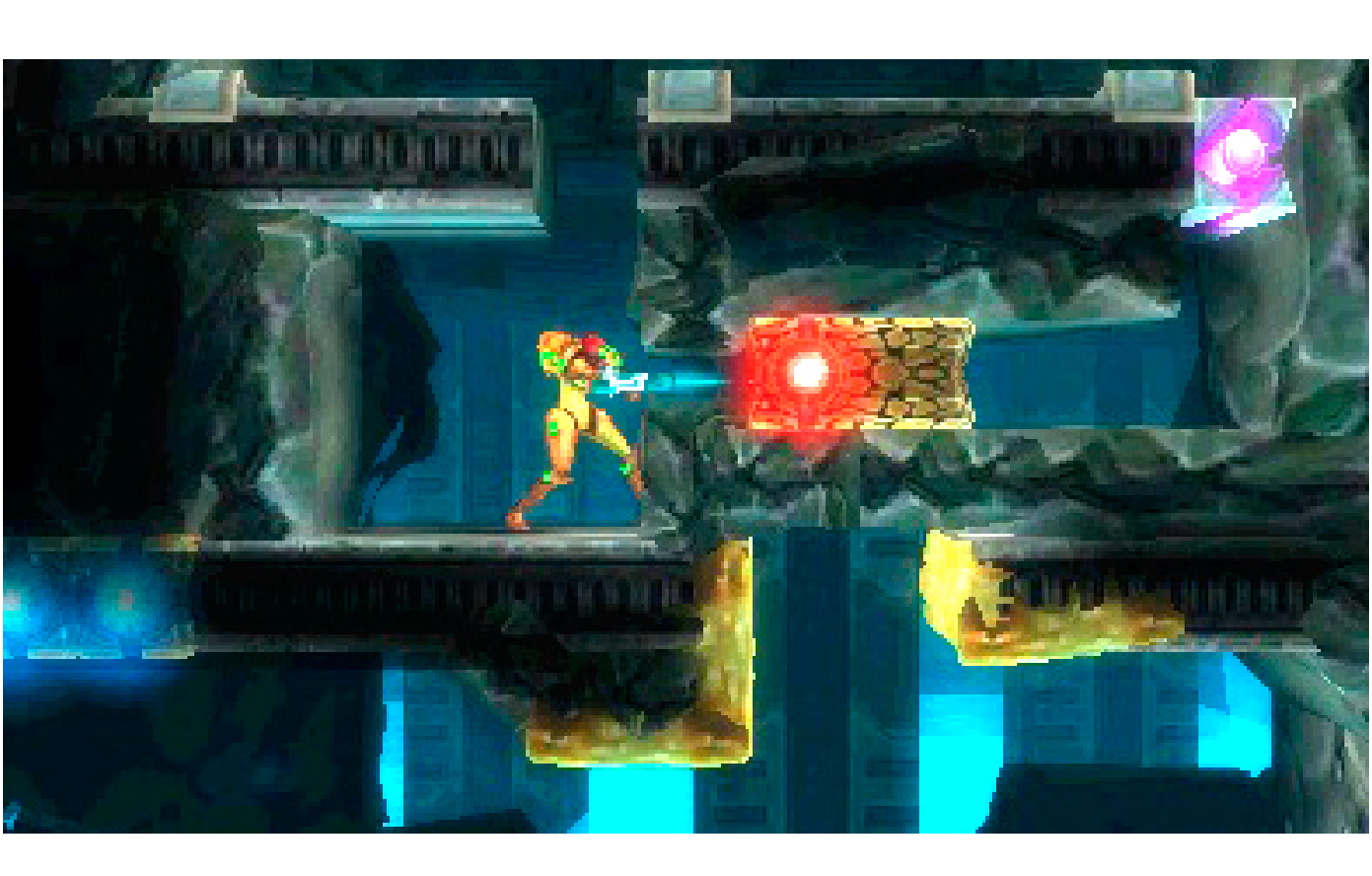
Jump into the narrow passage ahead and Spider Ball across the ceiling over the Moheek.

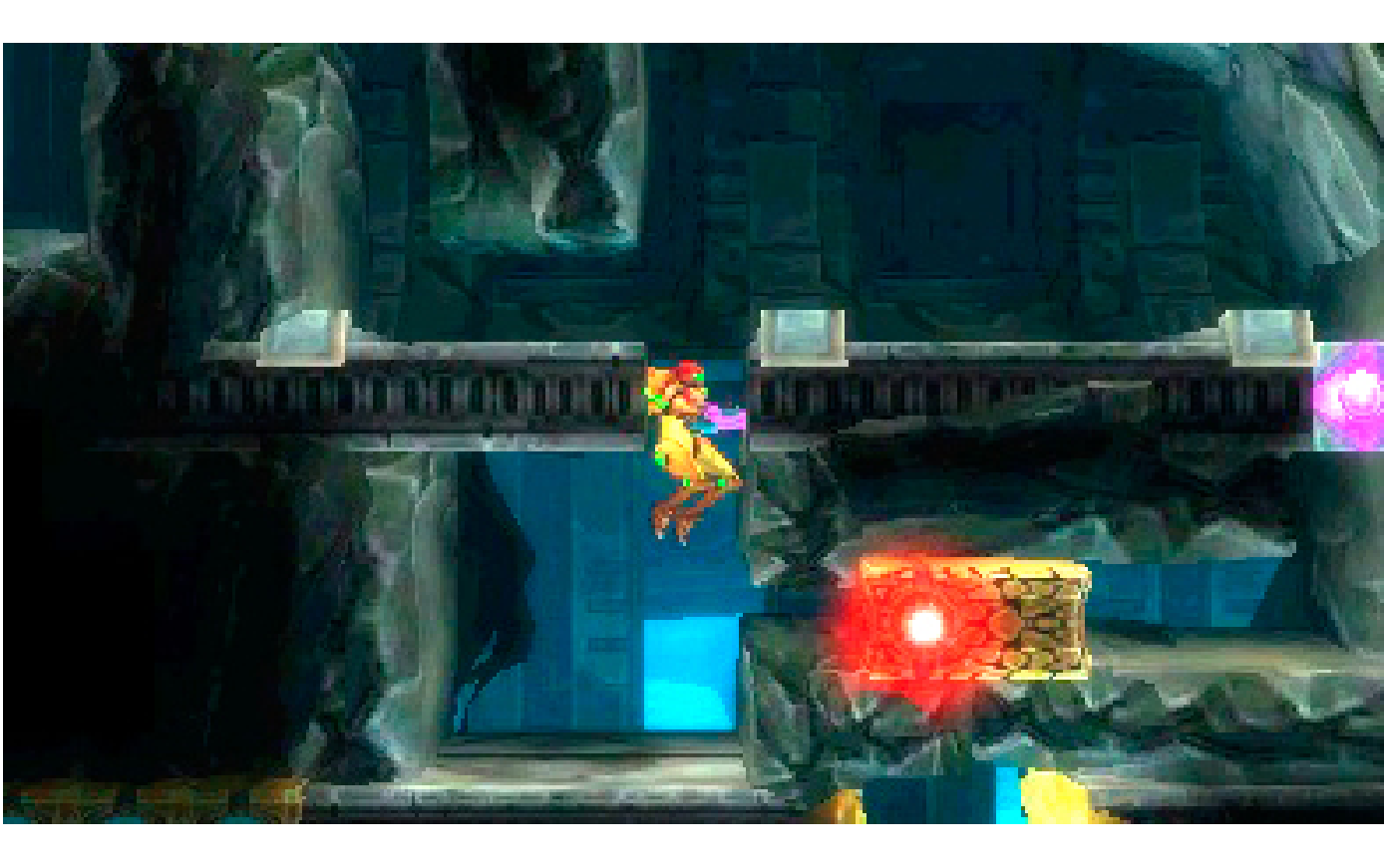


When you see the wall lined with spikes, roll into the Morph Ball and head toward the goo-covered passage. You fall through a Pit Block down to a lower level in this room. The Diggernaut's chase subsides for now.

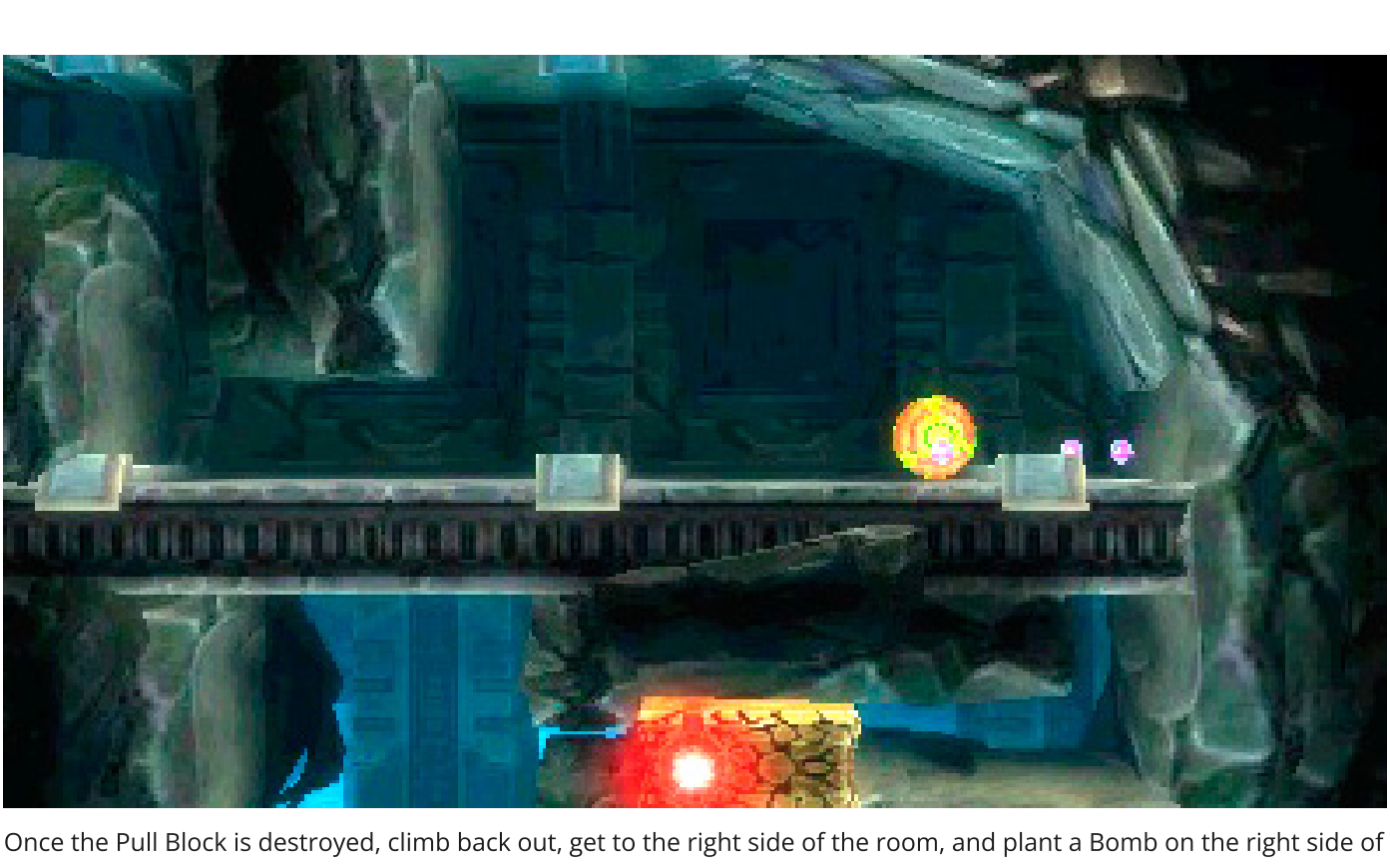


You fall into a small alcove, which you must bomb your way out of. The single Block on the right wall is your ticket out of here.





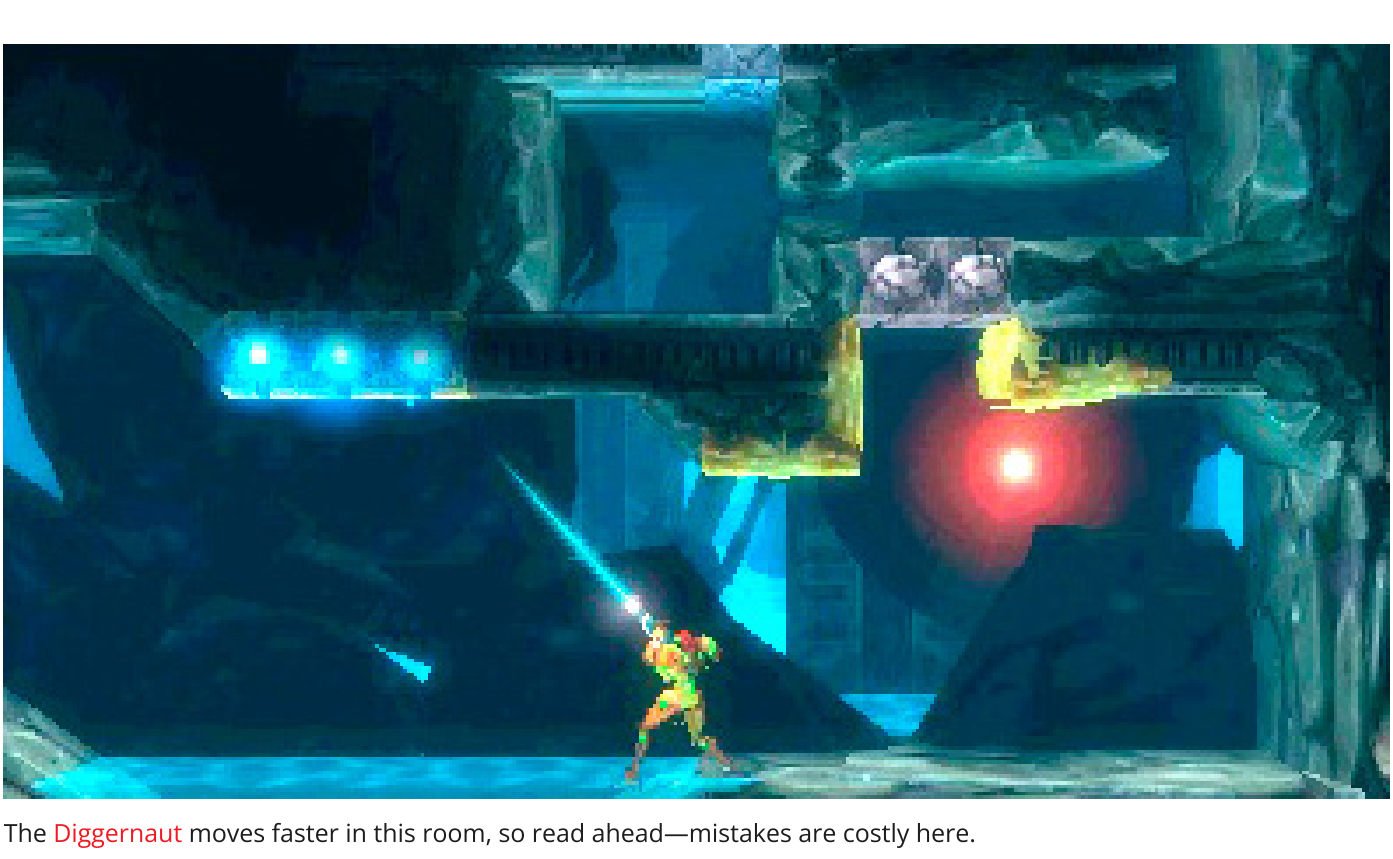
As soon as you drop into the next area, plant Bombs along the floor to destroy the Blocks lining the left side, which gives you a chance to destroy the Pull Block below.



Once the Pull Block is destroyed, climb back out, get to the right side of the room, and plant a Bomb on the right side of the floor.

Drop through the hole in the floor and roll toward where the Pull Block used to be to fall through a Pit Block. The Diggernaut reappears, and the chase begins anew.

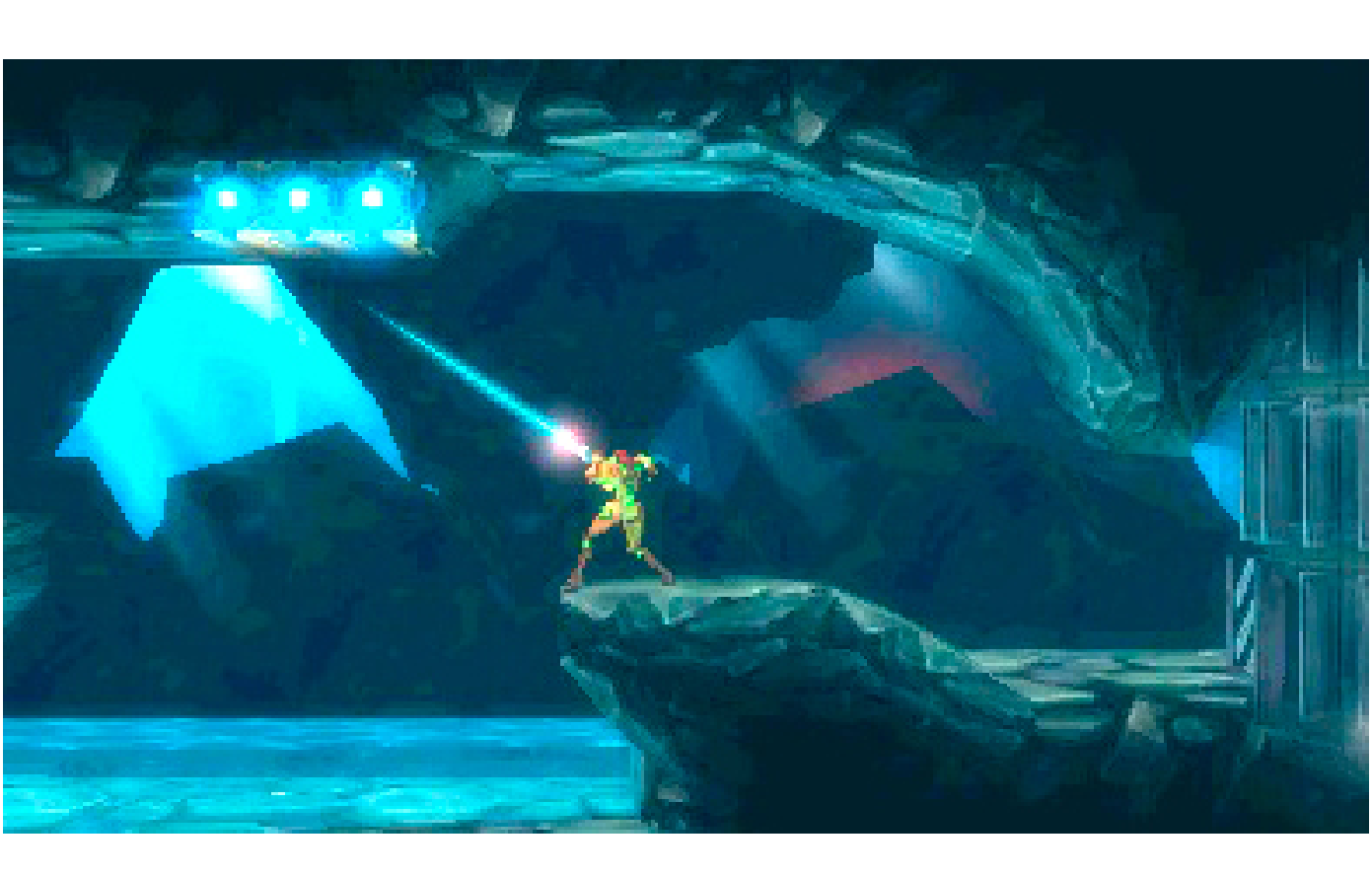
DIGGERNAUT ESCAPE: ROOM 2

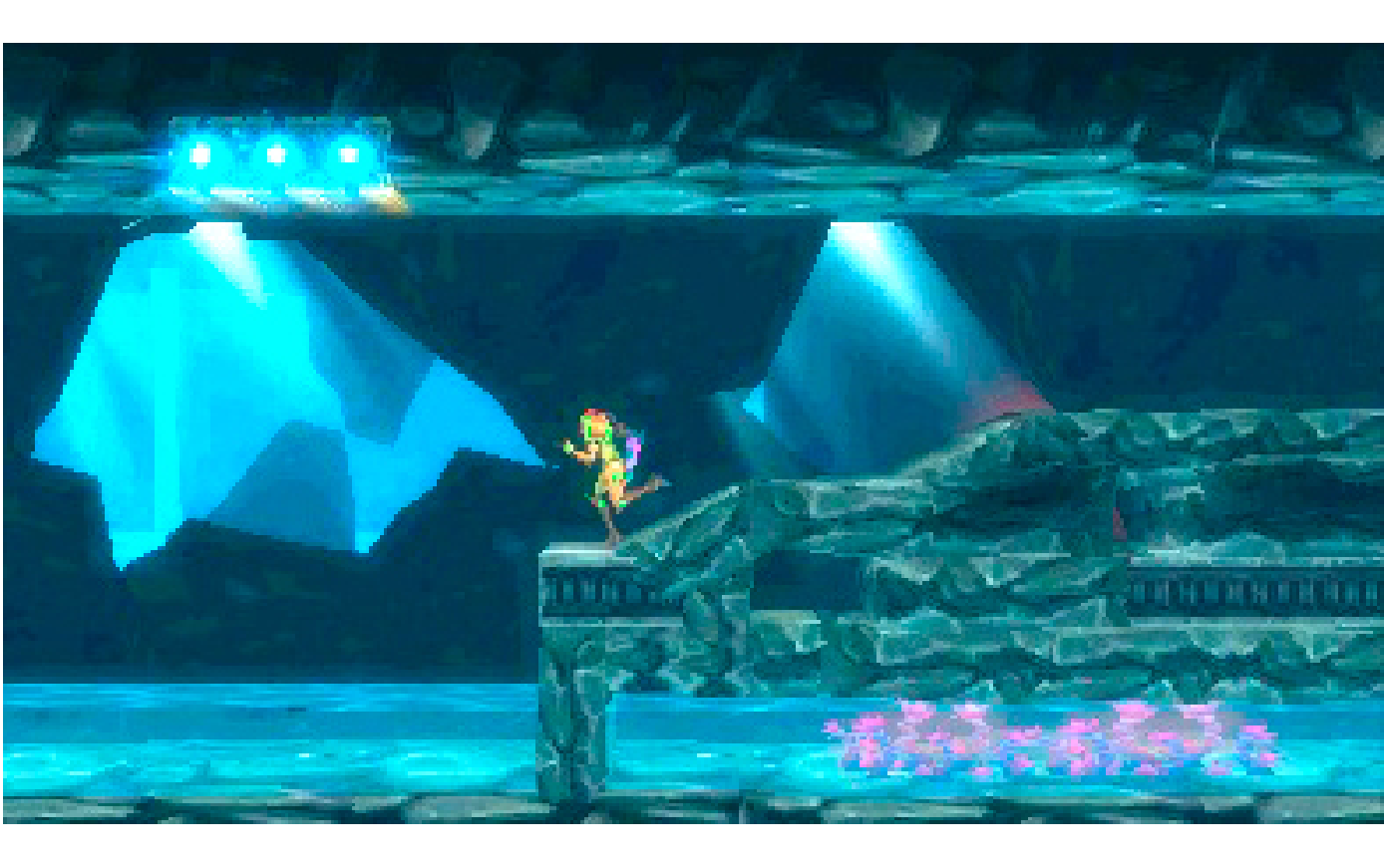


The Diggernaut moves faster in this room, so read ahead—mistakes are costly here.

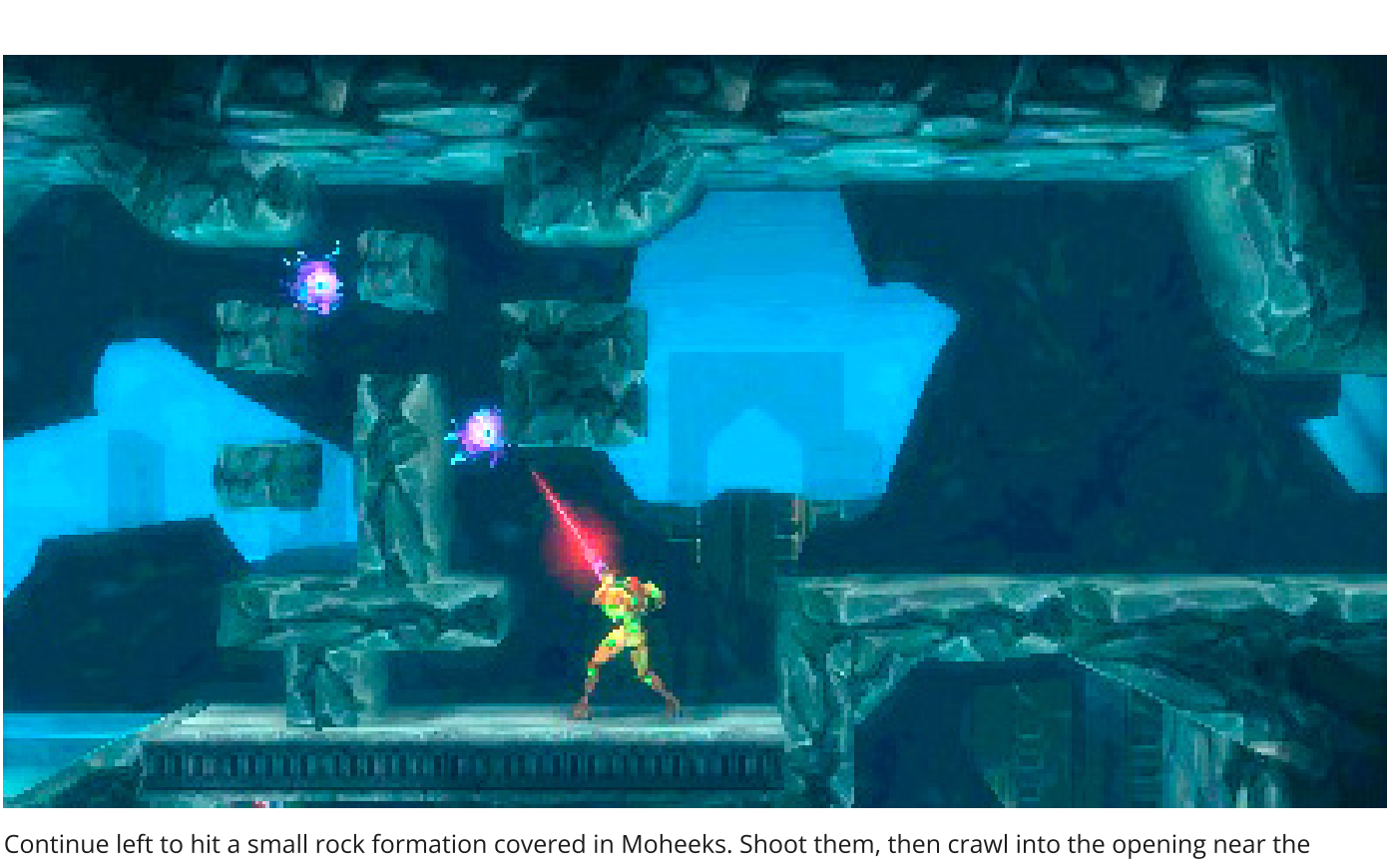
As soon as you land in this room, use the grapple points to swing over the small pool of water. This way you avoid losing speed by walking through it.

Continue left and use the next set of grapple points to swing over the small, water-filled gorge.

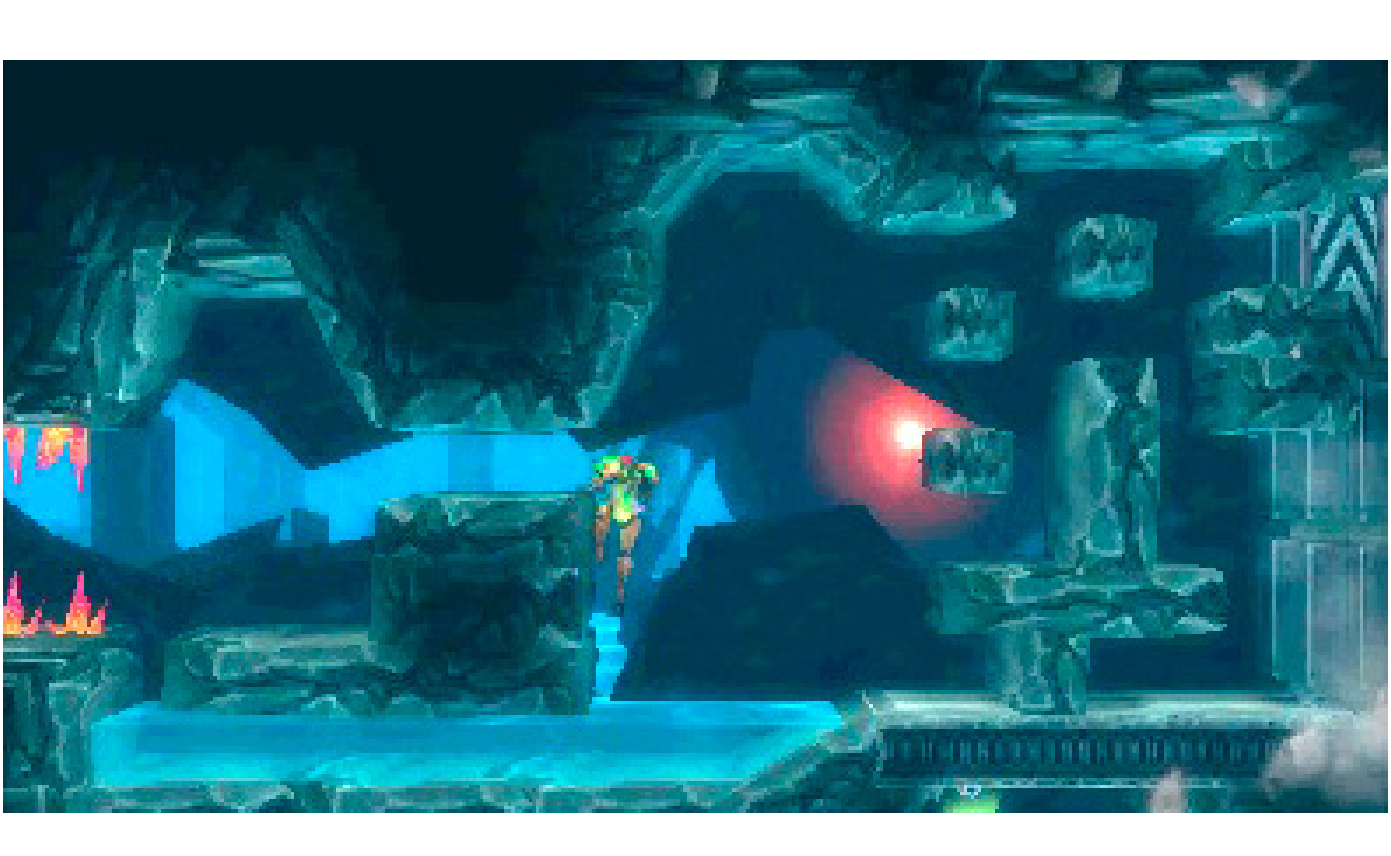


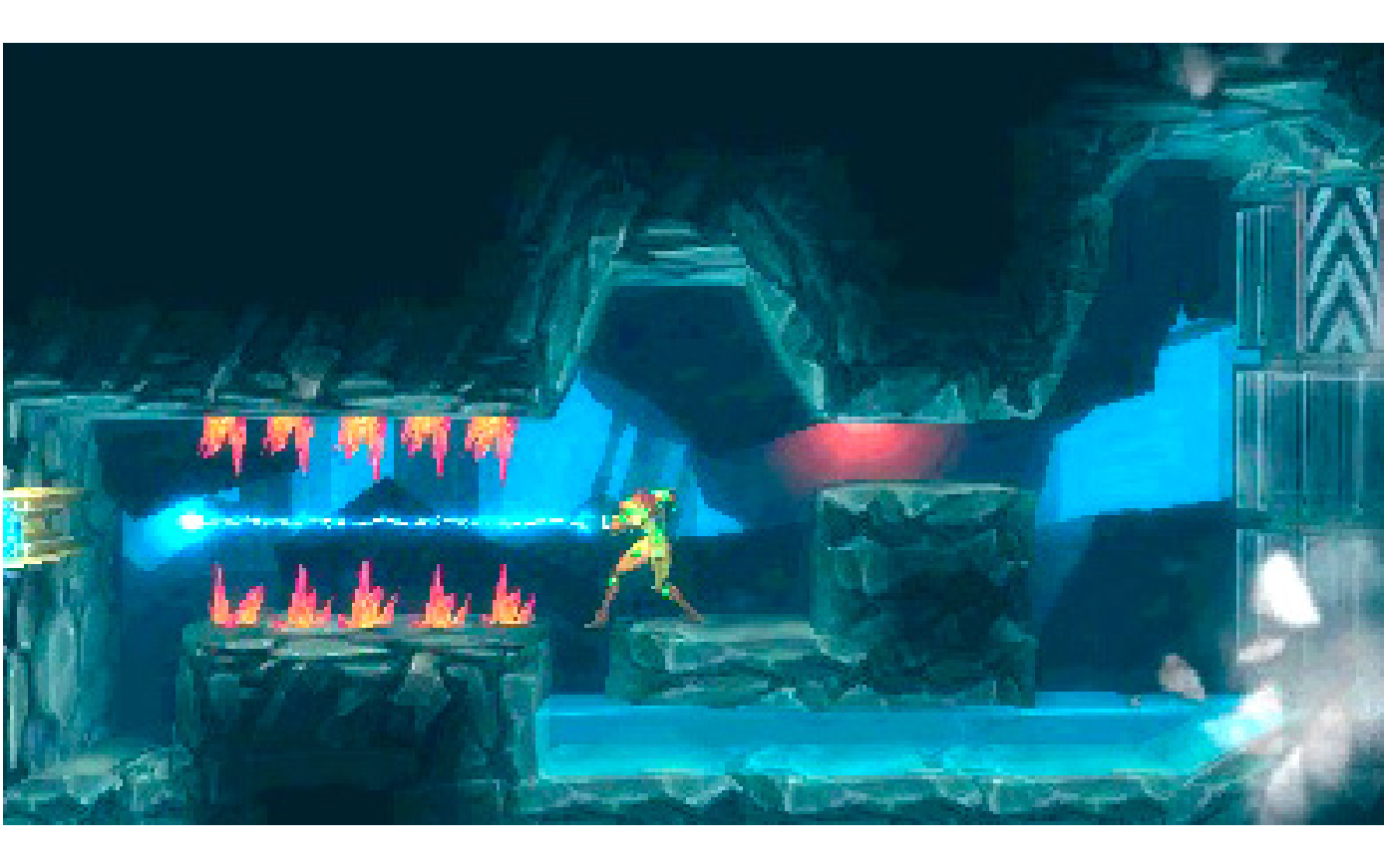


With the set of grapple points after that, swing into the opening to the upper left. Spider Ball along the ceiling over the Wallfire. Drop down the passage on the left and place a Bomb to blast your way out.



Continue left to hit a small rock formation covered in Moheeks. Shoot them, then crawl into the opening near the middle of the formation.

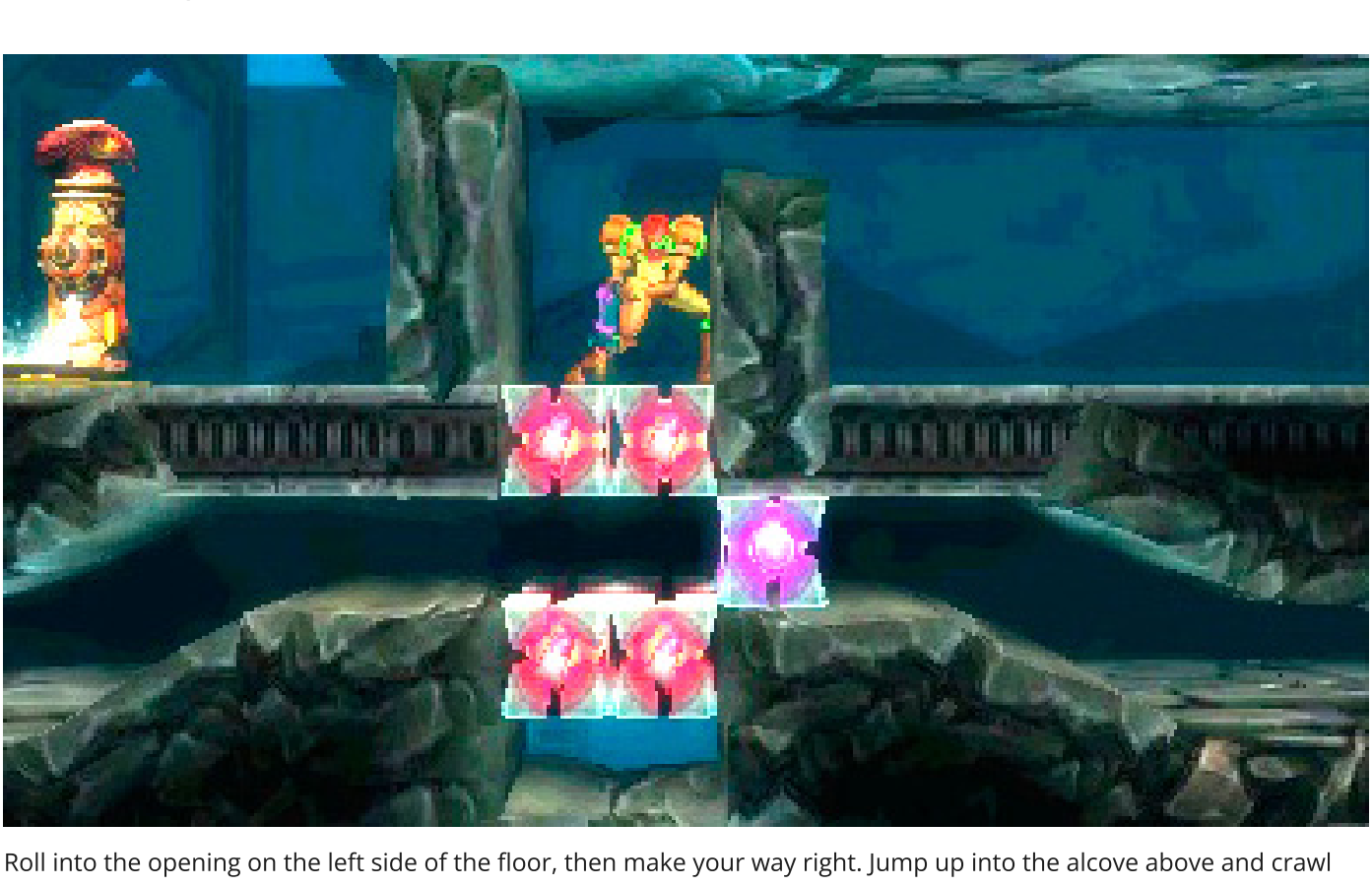




On the other side, jump into the opening in the platform above the pool of water.

Immediately Free Aim between the rows of spikes and fire to Grapple Beam to the left side of the room.

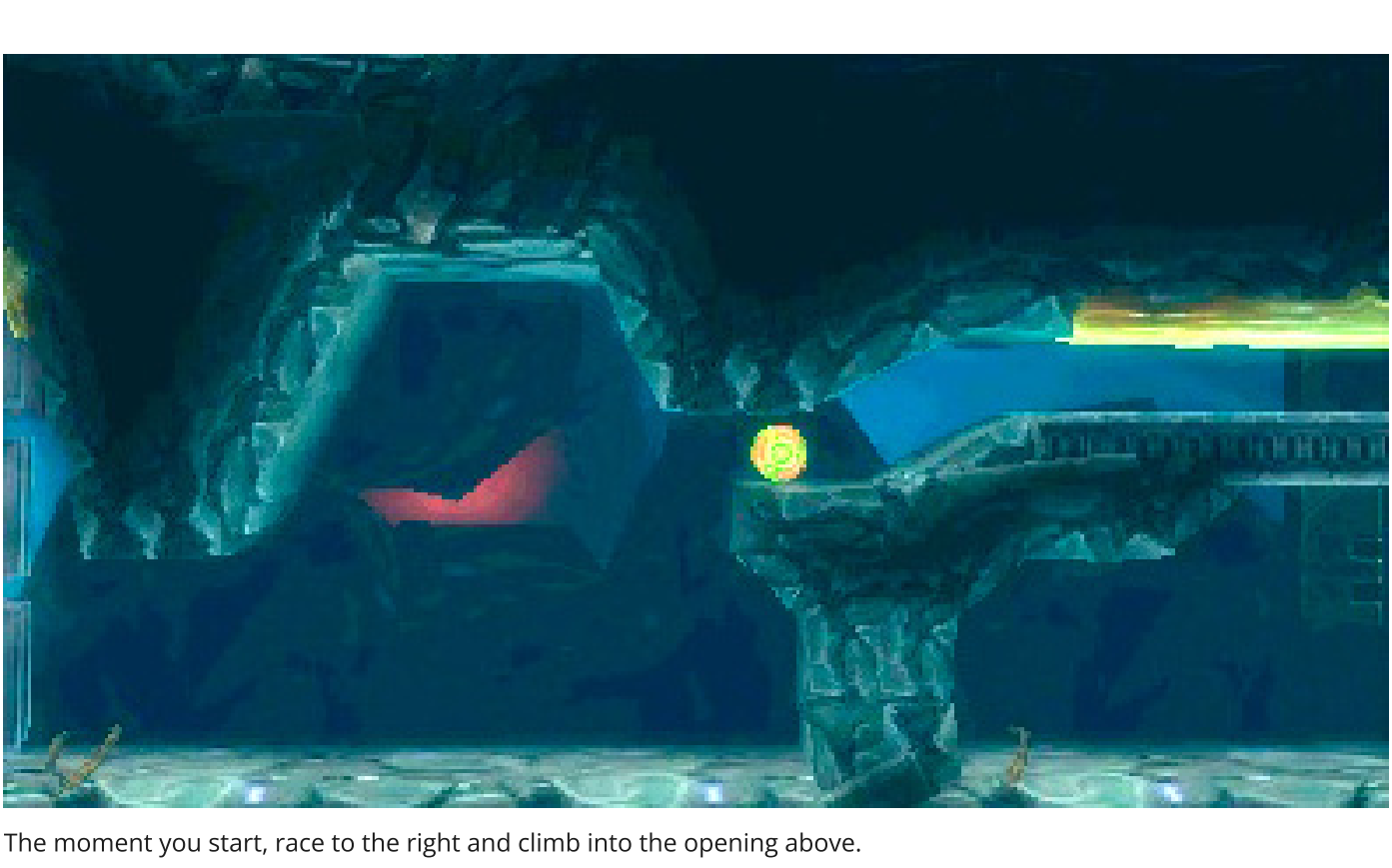
When you land, you fall through a Pit Block into a small alcove. The Diggernaut stops pursuing you while you're in this room, but the fight isn't over.



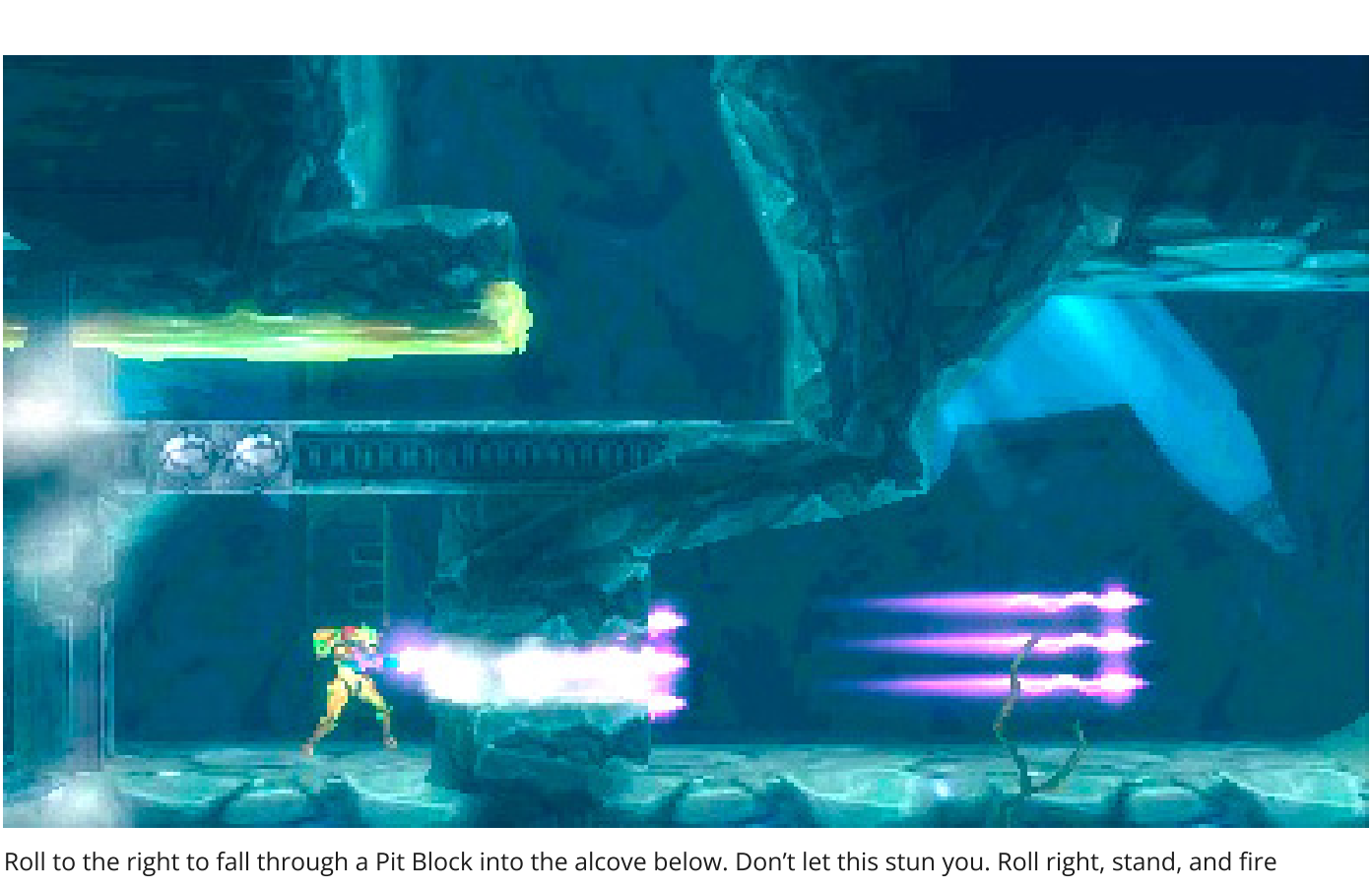
Roll into the opening on the left side of the floor, then make your way right. Jump up into the alcove above and crawl into the small alcove on the left. All of the Blocks below you are Missile Blocks. Shoot them and fall through the Pit Blocks below, and the Diggernaut begins its chase a third time.

DIGGERNAUT ESCAPE: ROOM 3

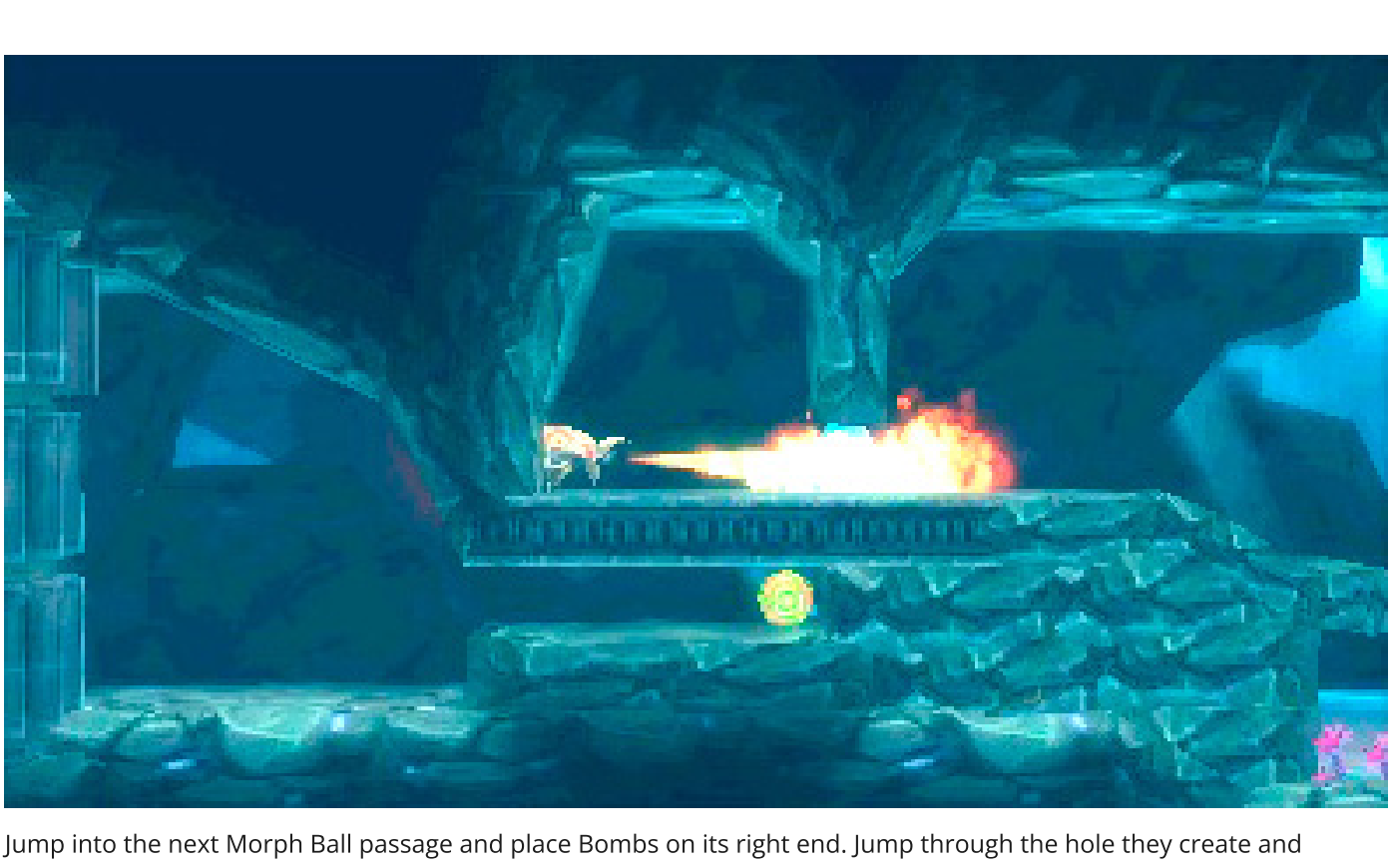
The Diggernaut moves even faster here. Knowing what to do isn't necessarily enough to get through unscathed—you need to execute every action as quickly as possible to avoid being ground up by the Diggernaut's grinder arms.



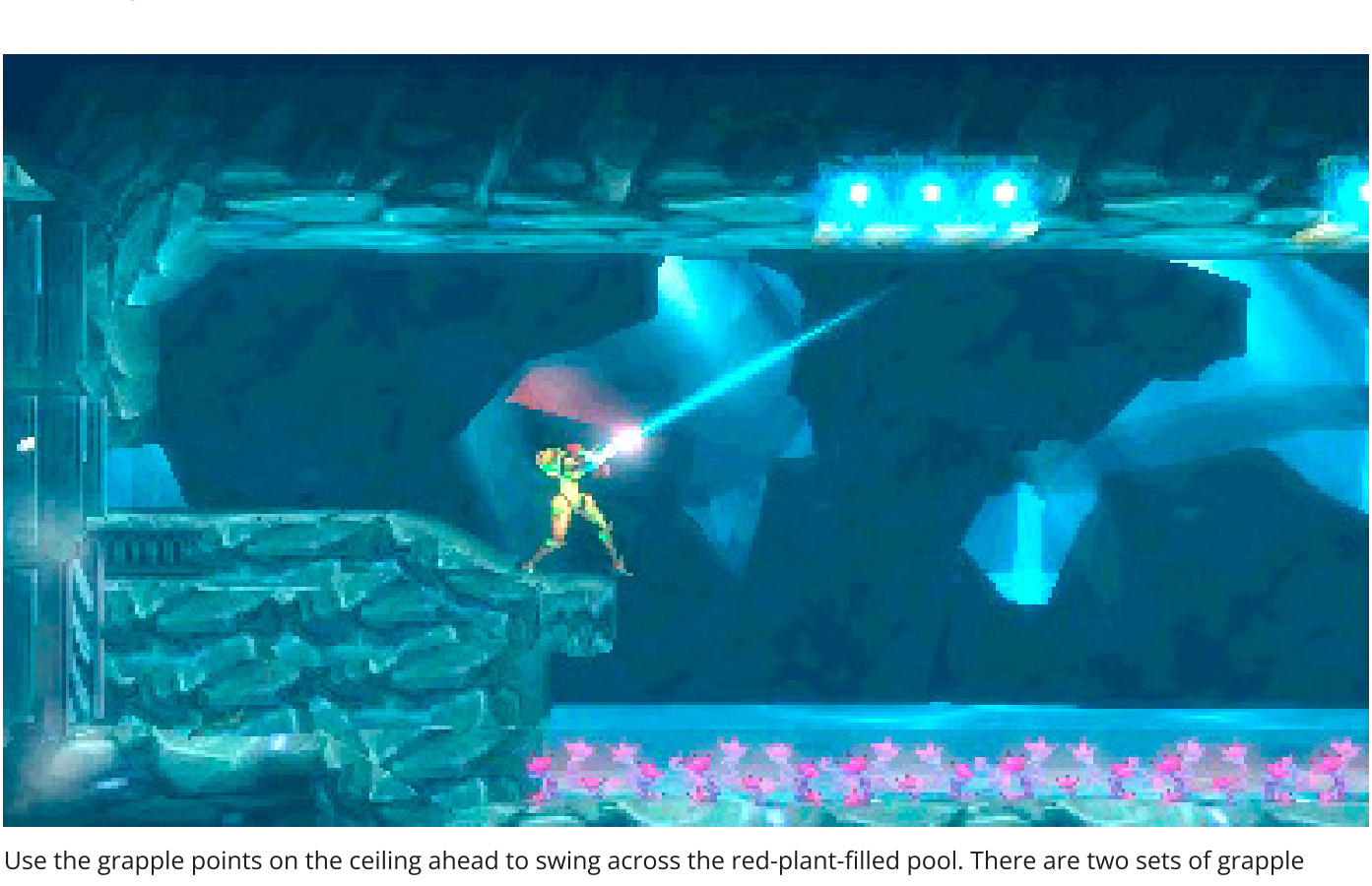
The moment you start, race to the right and climb into the opening above.



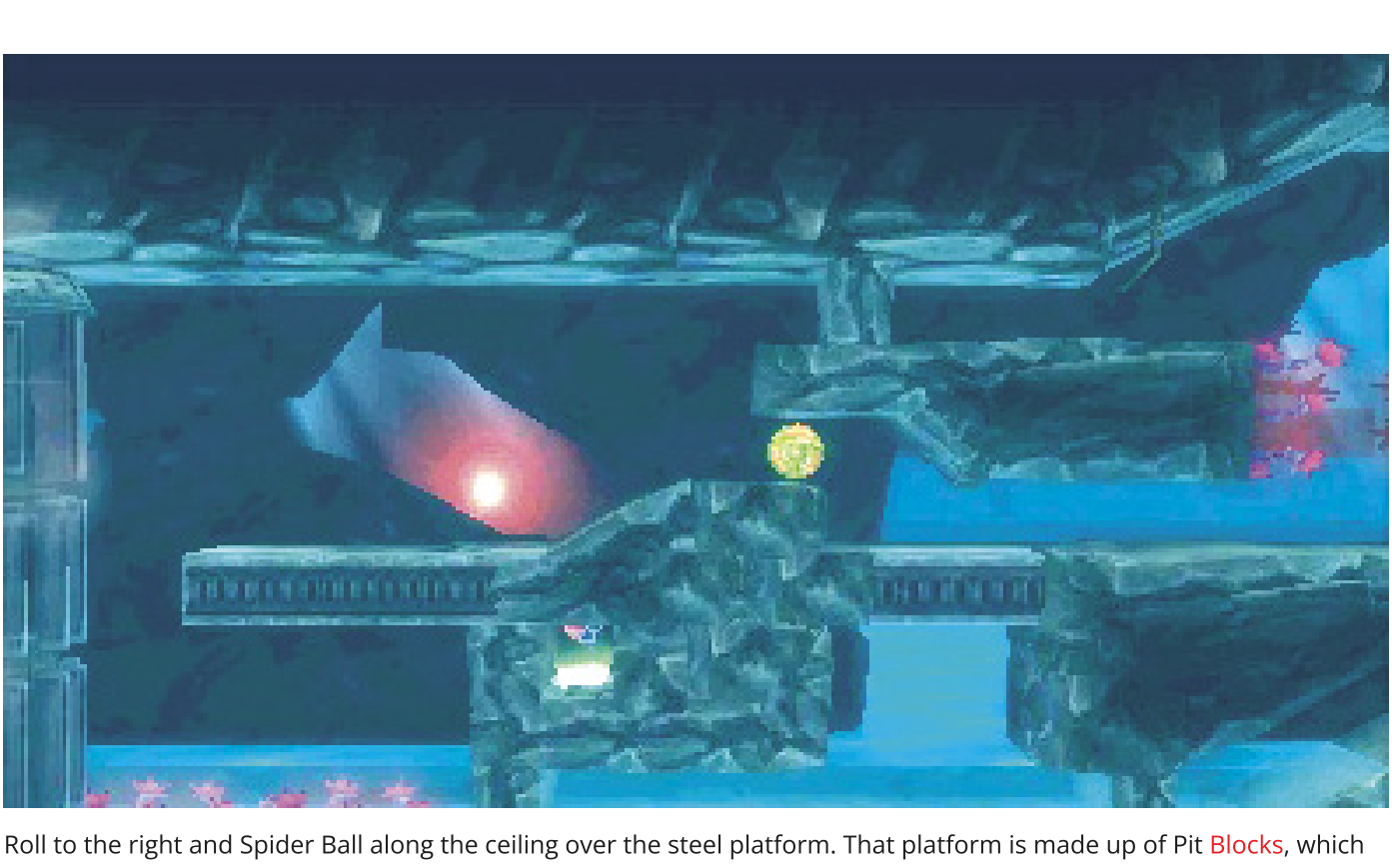
Roll to the right to fall through a Pit Block into the alcove below. Don't let this stun you. Roll right, stand, and fire through the row of Blocks on the right. Quickly crawl through the hole.



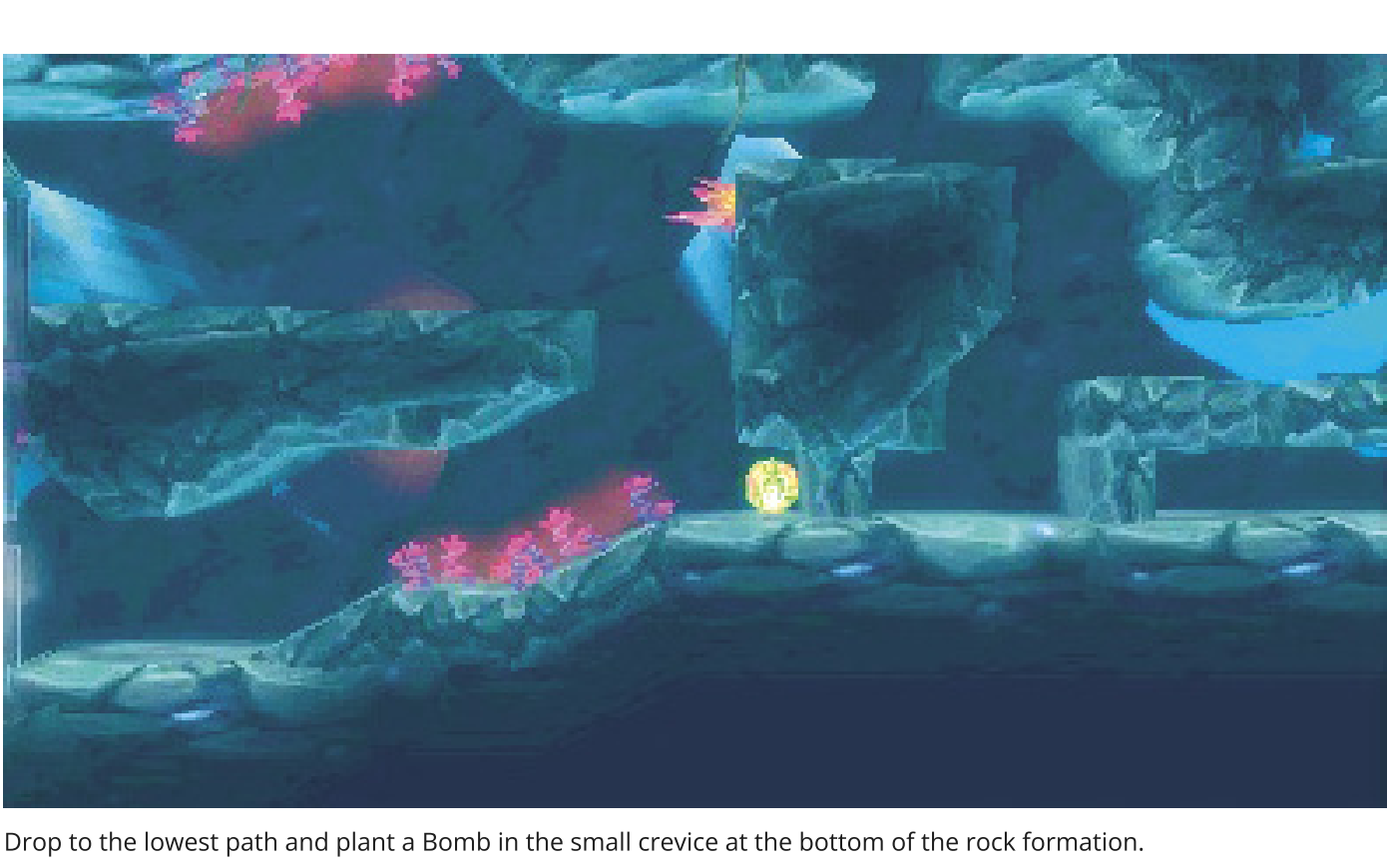
Jump into the next Morph Ball passage and place Bombs on its right end. Jump through the hole they create and continue right.



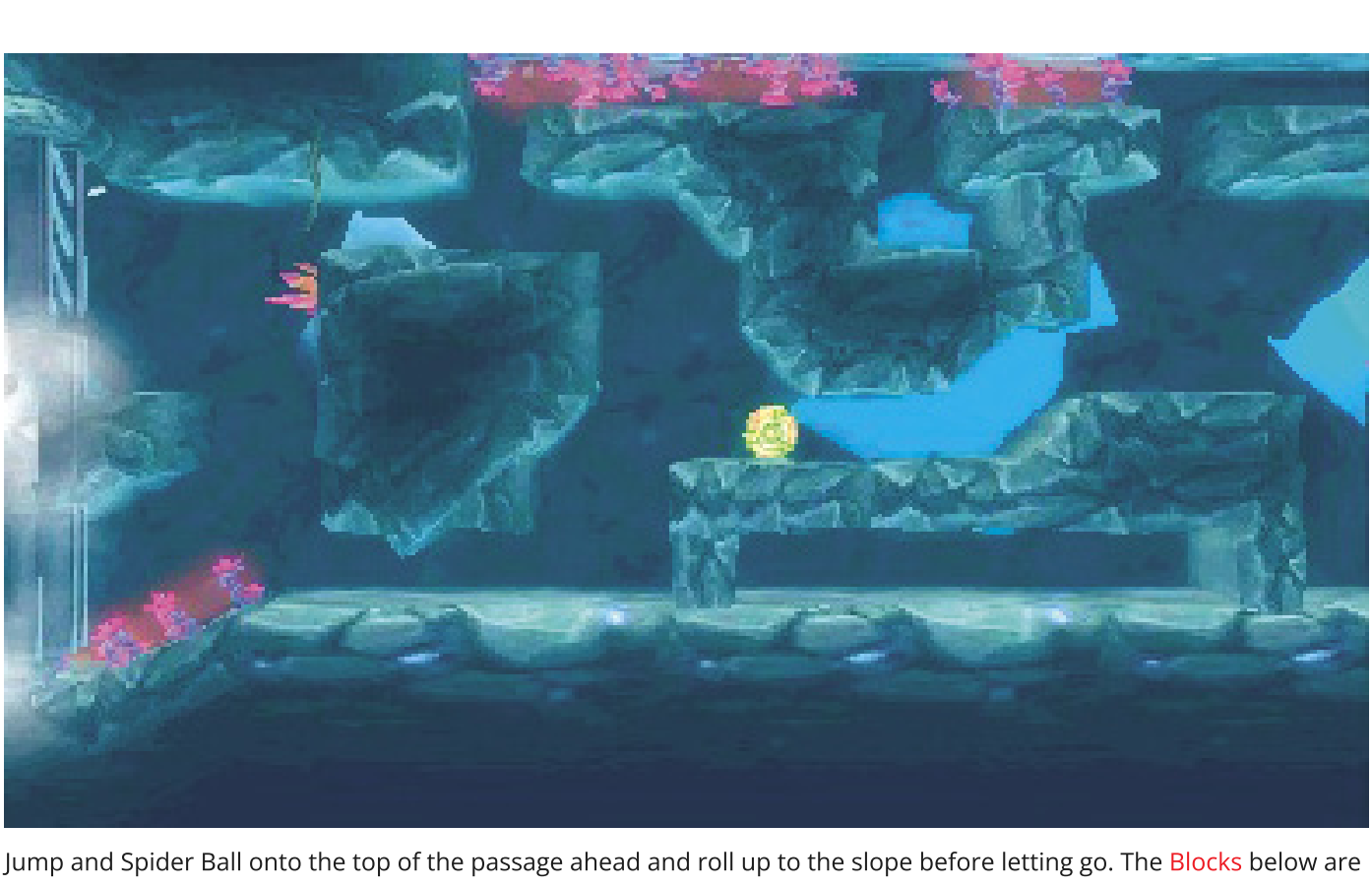
Use the grapple points on the ceiling ahead to swing across the red-plant-filled pool. There are two sets of grapple points, so be ready to transition from one to the next.



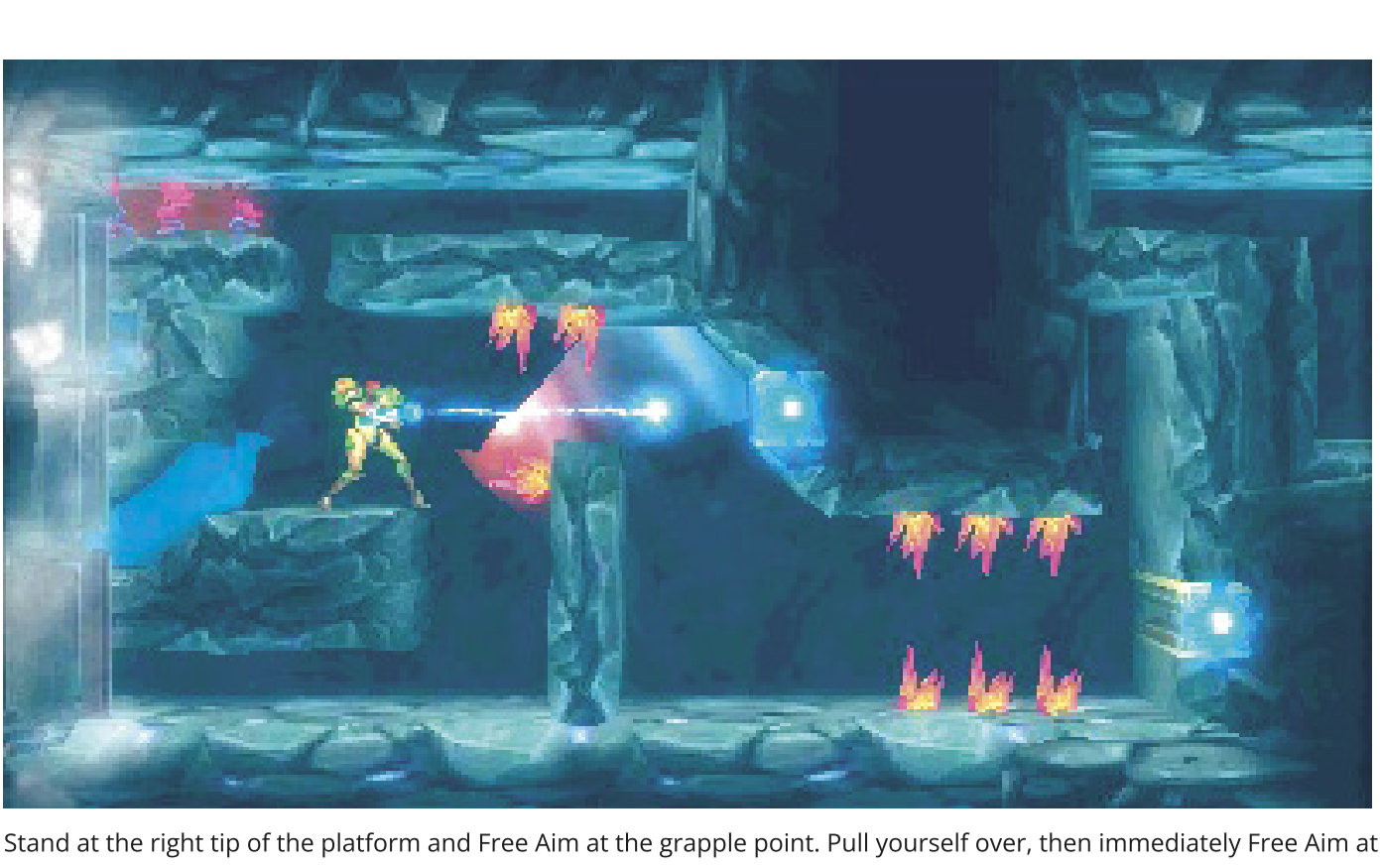
Roll to the right and Spider Ball along the ceiling over the steel platform. That platform is made up of Pit Blocks, which drop you right into the pool below. You can bomb the pool's right Block to get out, but it still slows you down, which is what you want to avoid.



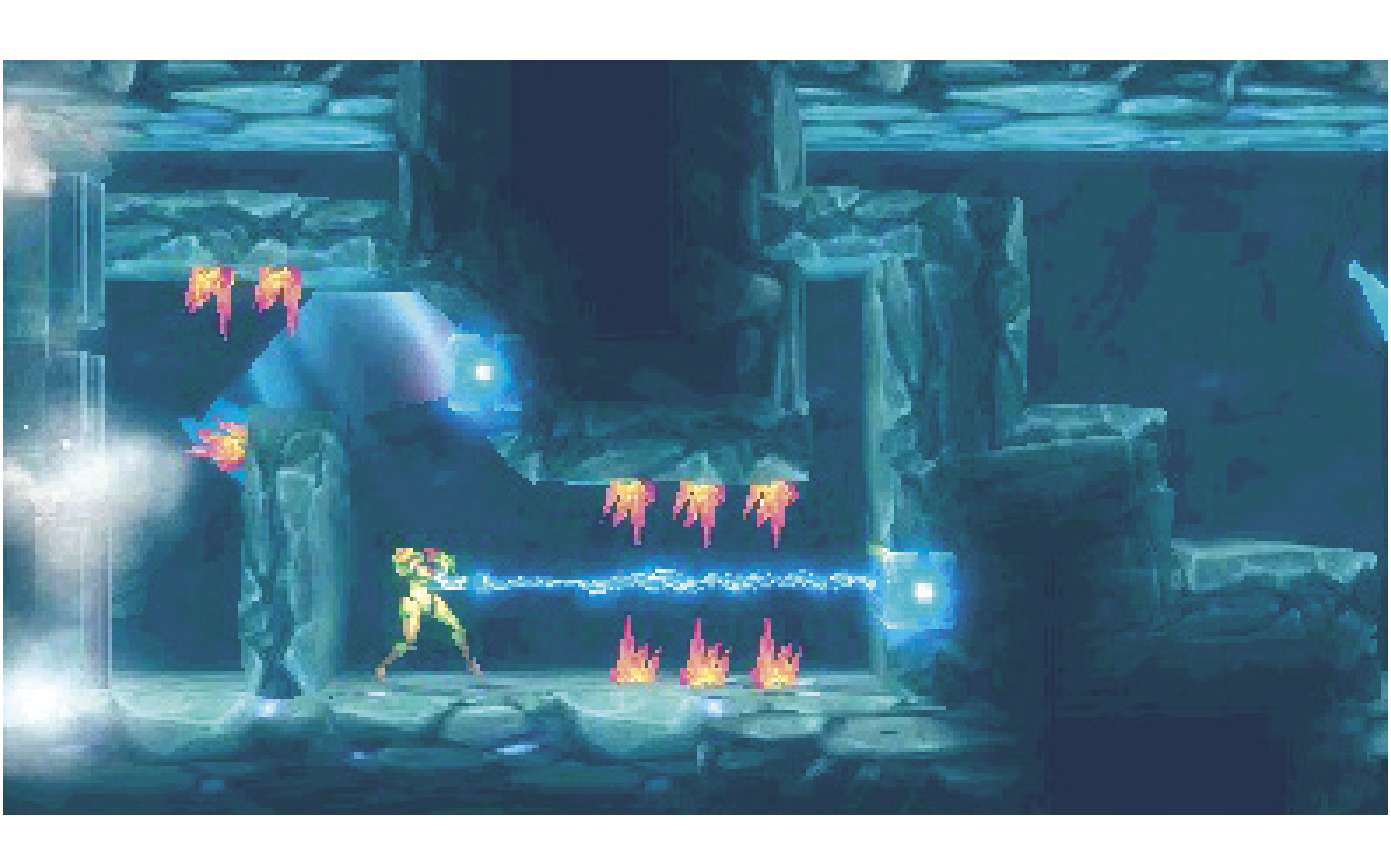
Drop to the lowest path and plant a Bomb in the small crevice at the bottom of the rock formation.

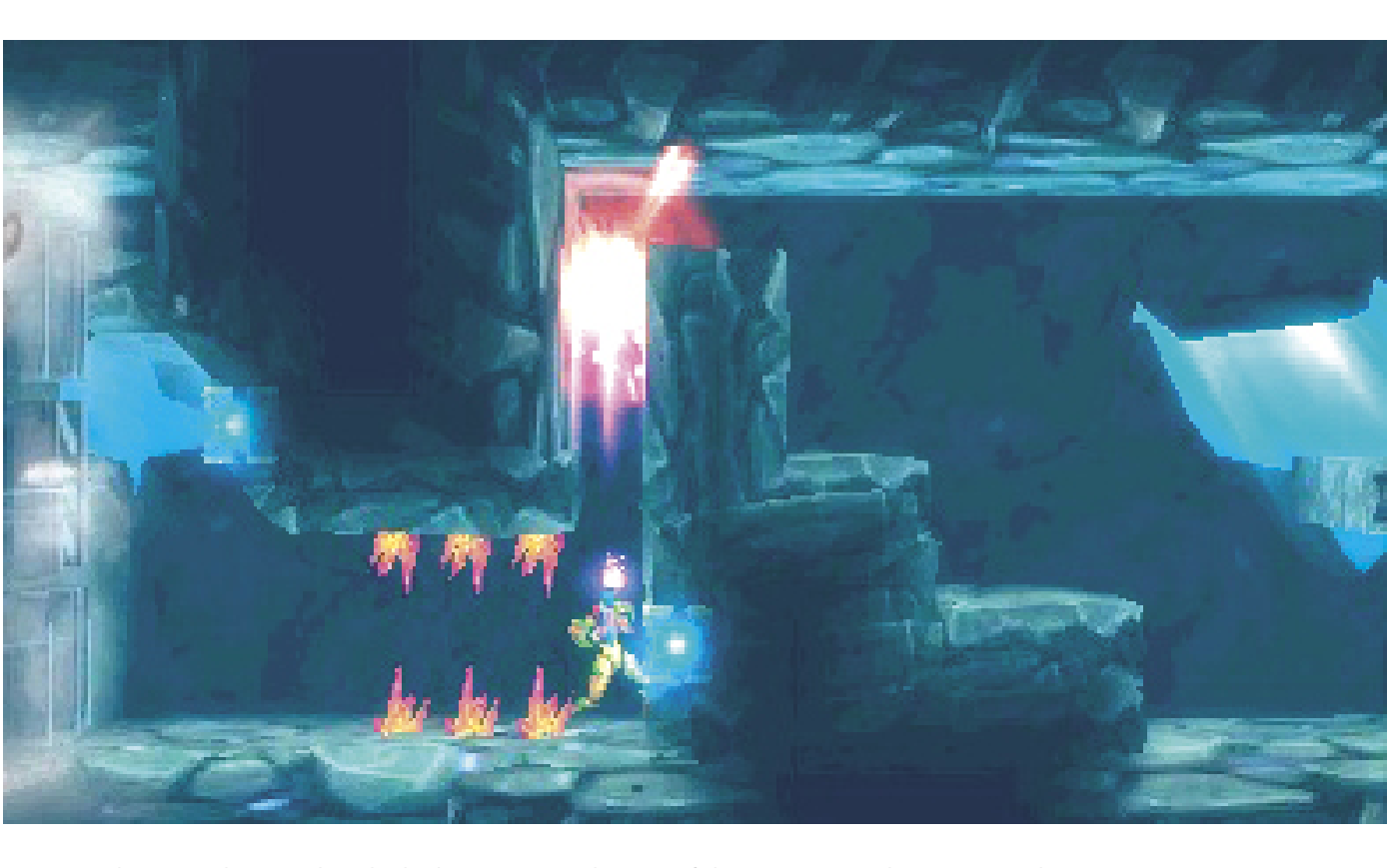


Jump and Spider Ball onto the top of the passage ahead and roll up to the slope before letting go. The Blocks below are also Pit Blocks. You can bomb the Block on the right to escape, should you fall in, but using the Spider Ball to get over is much faster.

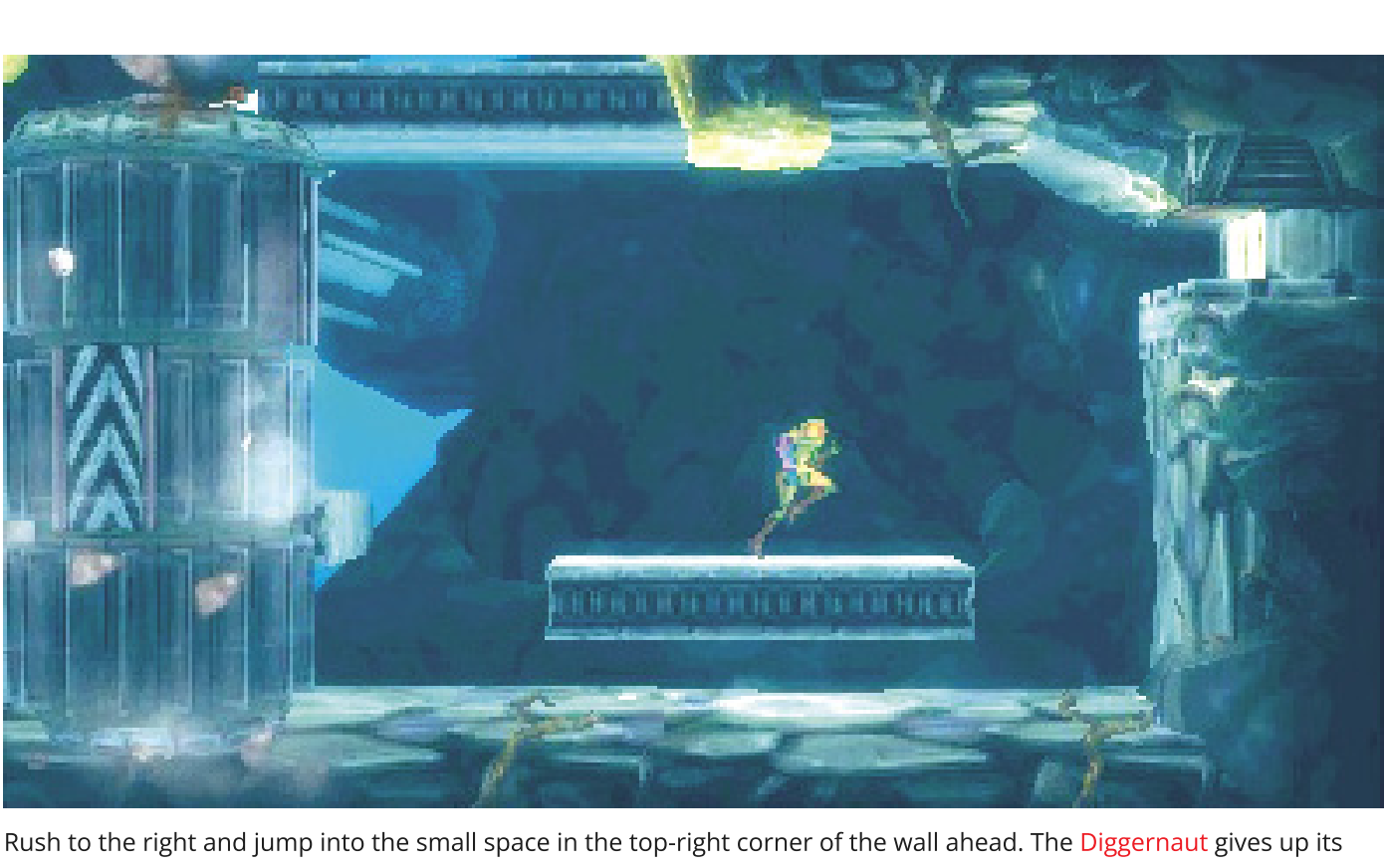


Stand at the right tip of the platform and Free Aim at the grapple point. Pull yourself over, then immediately Free Aim at the second Block ahead.

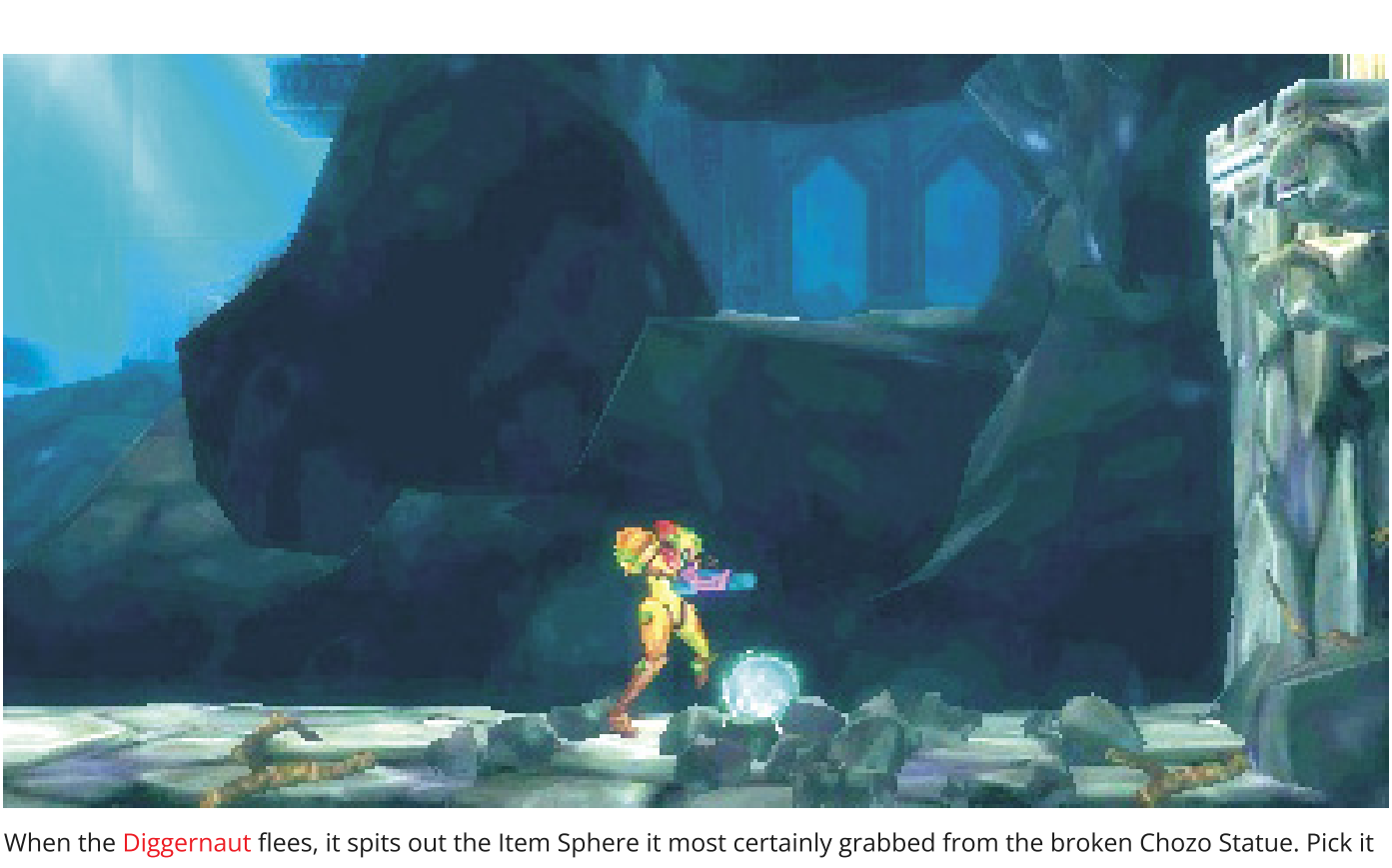




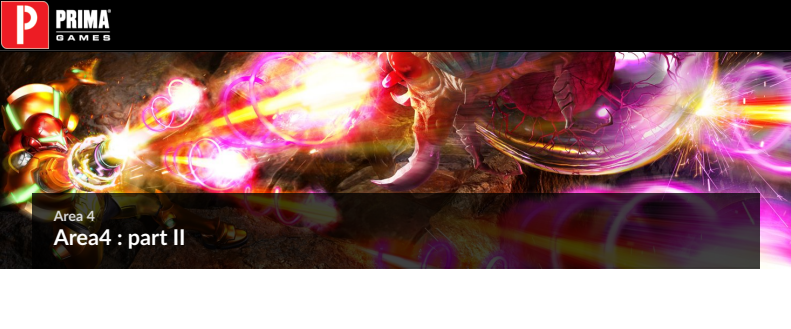
Fire straight up to destroy the Block above. Get to the top of the passage and continue right.



Rush to the right and jump into the small space in the top-right corner of the wall ahead. The Diggernaut gives up its chase once you reach this point.



When the Diggernaut flees, it spits out the Item Sphere it most certainly grabbed from the broken Chozo Statue. Pick it up to obtain the Space Jump.



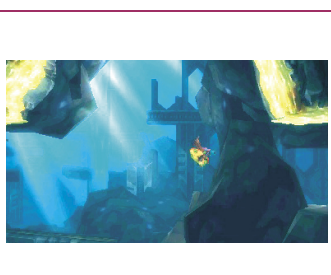
Area 4

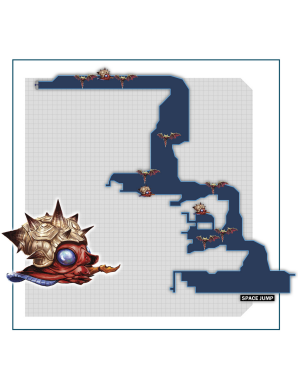
Area4 : part II

SPACE JUMP: WHAT IS IT?

The Space Jump gives you the ability to jump forever, so long as you push the Jump button rhythmically. Keep in mind that you can't merely mash the button, and you must be performing a spinning jump in order to continuously Space Jump. Once you have the hang of it, there are almost no heights that can't be achieved.

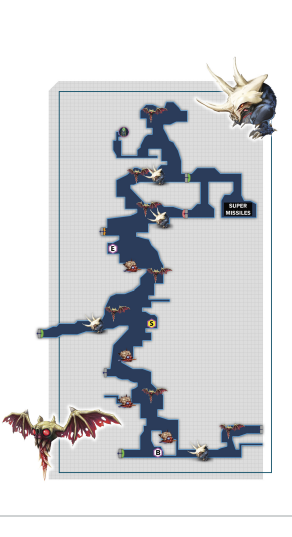
Space Jumping properly is about waiting until just after you hit the peak of your jump. Let yourself fall slightly, then hit the Jump button again. If you hit the button at the top of any Space Jump, nothing comes of it and you fall back to the ground. You can recover by continuously pressing the Jump button while falling, but you'll never get anywhere if you don't time the jumps right.

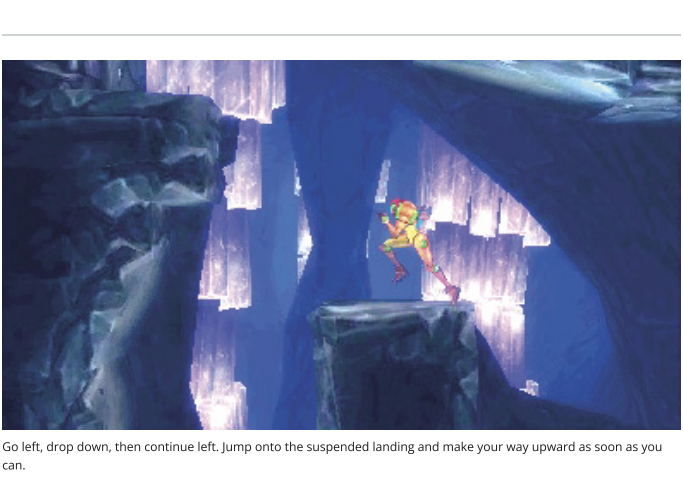




⑦ Space Jump straight up the opening above. Continue Space Jumping up every opening you see until you reach the top of the room. Turn left and enter the door ahead.

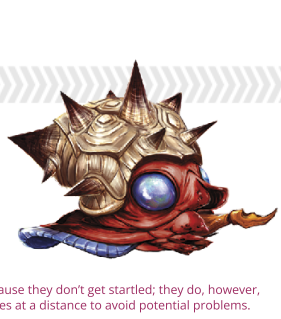
⑧ There's another upgrade for your suit not too far from here, so head in that direction.





Go left, drop down, then continue left. Jump onto the suspended landing and make your way upward as soon as you can.

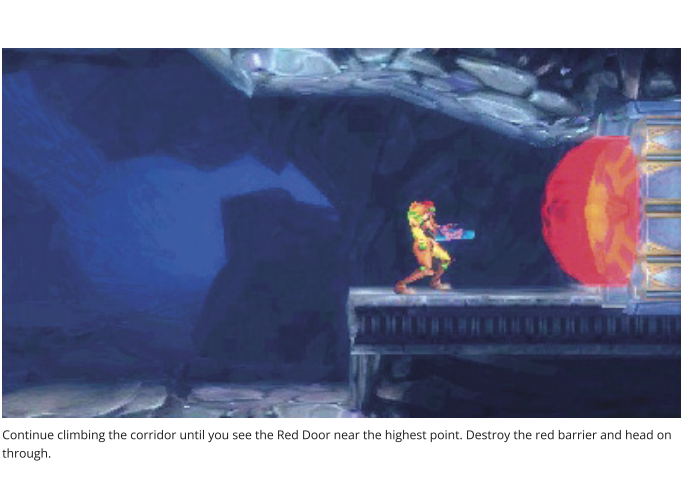
STONGER TSUMURI



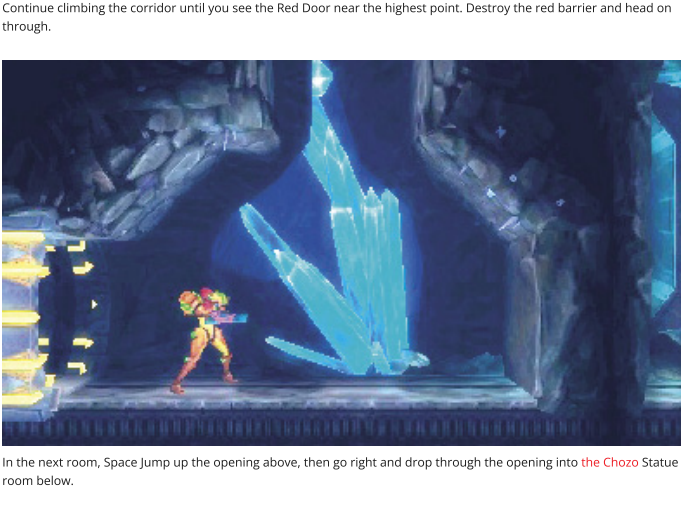
Stronger Tsumuri are faster than their blue counterparts. More accurately, they always move at a fast pace, whereas regular Tsumuri only move fast when scared.

A bigger difference between this Tsumuri and the one you're used to is its slime trail. Regular Tsumuri only leave a trail of acidic slime when threatened, but Stronger Tsumuri create a continuous trail of slime.

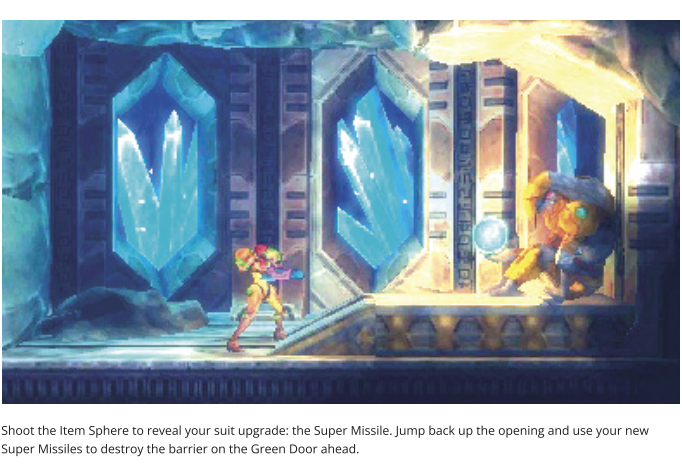
Stronger Tsumuri are more predictable than regular Tsumuri because they don't get startled; they do, however, charge at anything that approaches them. Shoot them with missiles at a distance to avoid potential problems.



Continue climbing the corridor until you see the Red Door near the highest point. Destroy the red barrier and head on through.



In the next room, Space Jump up the opening above, then go right and drop through the opening into the Chozo Statue room below.



Shoot the Item Sphere to reveal your suit upgrade: the Super Missile. Jump back up the opening and use your new Super Missiles to destroy the barrier on the Green Door ahead.

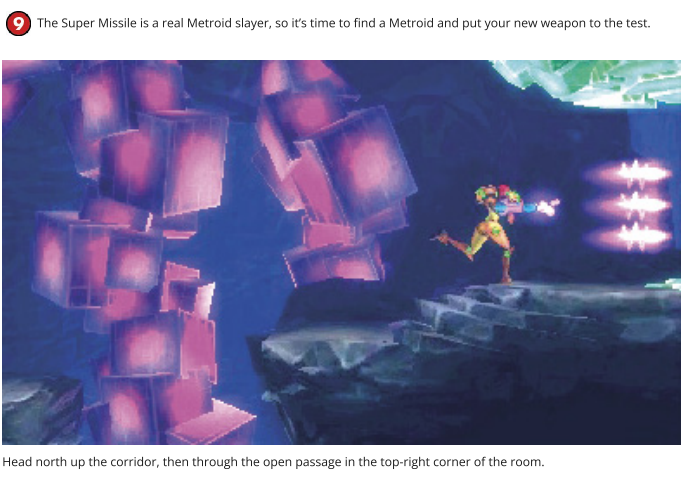
HOW DOES THE SUPER MISSILE WORK?

The Super Missile functions almost exactly the same way as a missile, but it's significantly more powerful. Unlike missiles, you should reserve your Super Missiles for boss encounters and for destroying Super Missile Blocks. Refilling your Super Missile supply can be tough without the aid of an Ammo Recharge Station.

Super Missiles work with Green Doors in the same way missiles work with Red Doors. Fire a single Super Missile at the green dome to make it disappear, giving you the ability to open the door behind it.

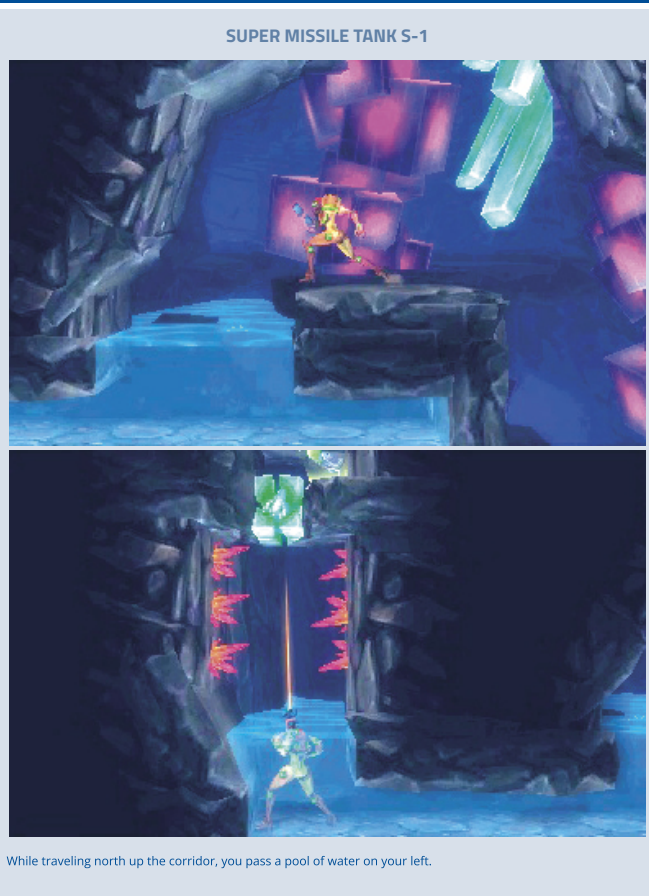
To use Super Missiles, hold the R button and select them using the touchscreen in the same way you would select a different beam weapon.

⑨ The Super Missile is a real Metroid slayer, so it's time to find a Metroid and put your new weapon to the test.



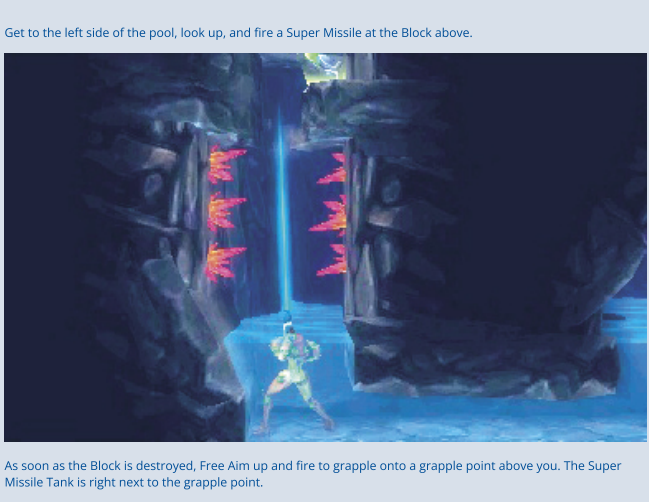
Head north up the corridor, then through the open passage in the top-right corner of the room.

SUPER MISSILE TANK S-1

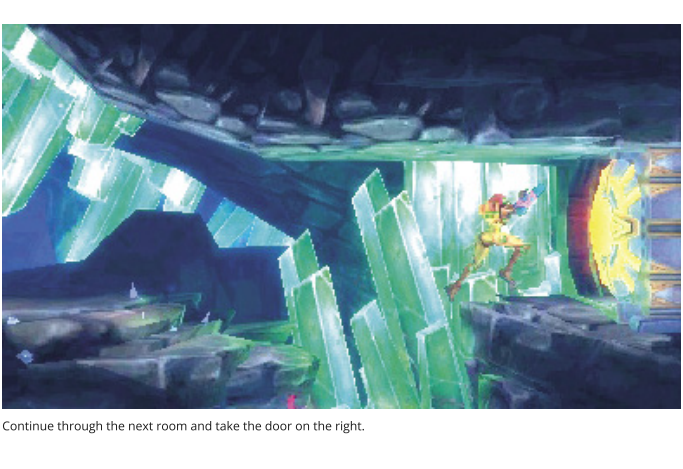


While traveling north up the corridor, you pass a pool of water on your left.

Get to the left side of the pool, look up, and fire a Super Missile at the Block above.



As soon as the Block is destroyed, Free Aim up and fire to grapple onto a grapple point above you. The Super Missile Tank is right next to the grapple point.

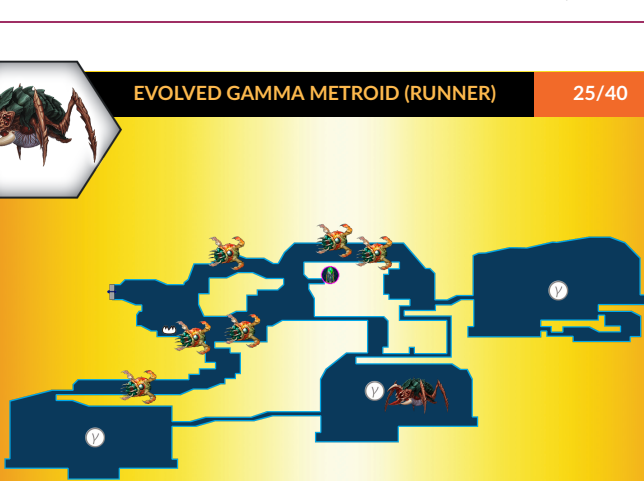


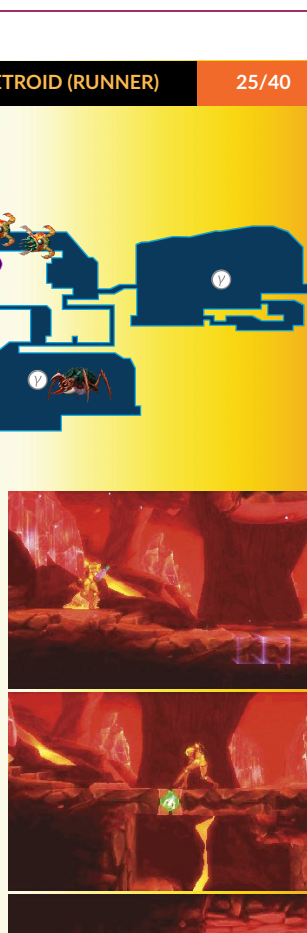
Continue through the next room and take the door on the right.

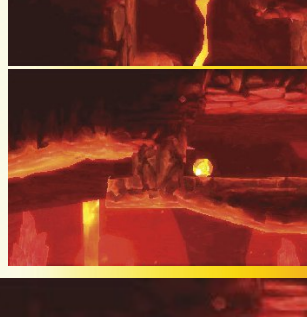
STRONGER MOTO

Stronger Motos are aggressive, even for Motos. If you manage to dodge their first charge attack, they turn around and continue charging. They can perform a charge attack up to three times before taking a breather, at which point they're completely vulnerable to your attacks. However, don't wait for them to finish their charge attacks, since a simple Melee Counter does the trick. Defeating them with missiles requires many more shots than regular Motos take, but a single Melee Counter allows you to down them with a shot from the Spazer Beam.

EVOLVED GAMMA METROID (RUNNER) 25/40







The next Metroid you encounter is a runner type, so once you enter the high-temperature room, consider it the beginning of the fight.

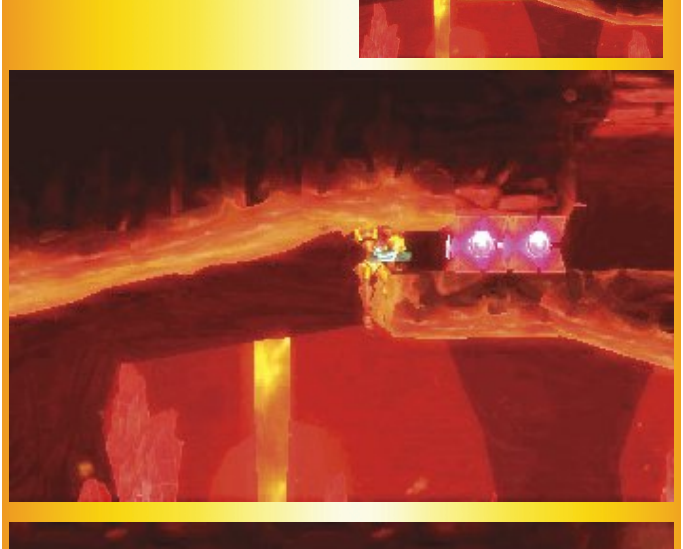
Like all runner fights, this Metroid is hiding in one of three rooms attached to the one you're currently in. In between fights, use the Rock Icicles and Gawrons in this central room to resupply yourself before resuming the Metroid chase.

As a quick aside, this central room houses a Super Missile Tank. Read the "Super Missile Tank S-2 tip for more details.

ROOM 1

The first entrance is near the one below some destructible Blocks on the floor. Use a Super Missile on the Blocks and drop into the area below.

Follow the path to a dead end. From there, bomb the lower-left Blocks to enter the Metroid's room.

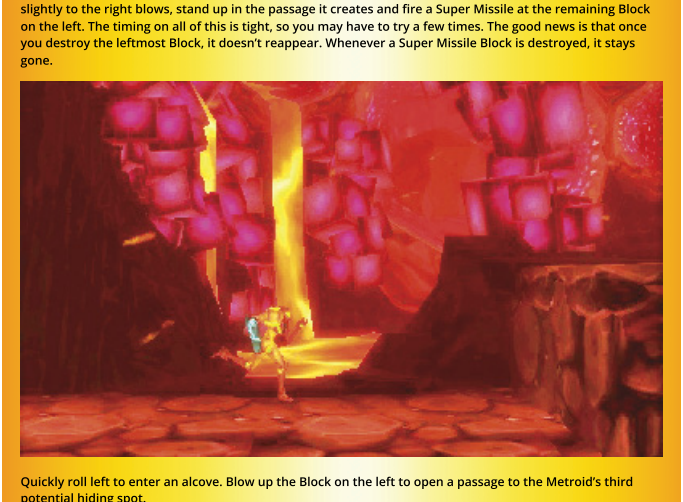


This room is trickier than most you've fought in. Two small strips of land mark the left and right sides, while a pool of lava rests in the center. You don't have a ton of wiggle room here, so work with what you've got. The good news is it's easy to get the Gamma to slam into the walls whenever it performs its tackle attack.

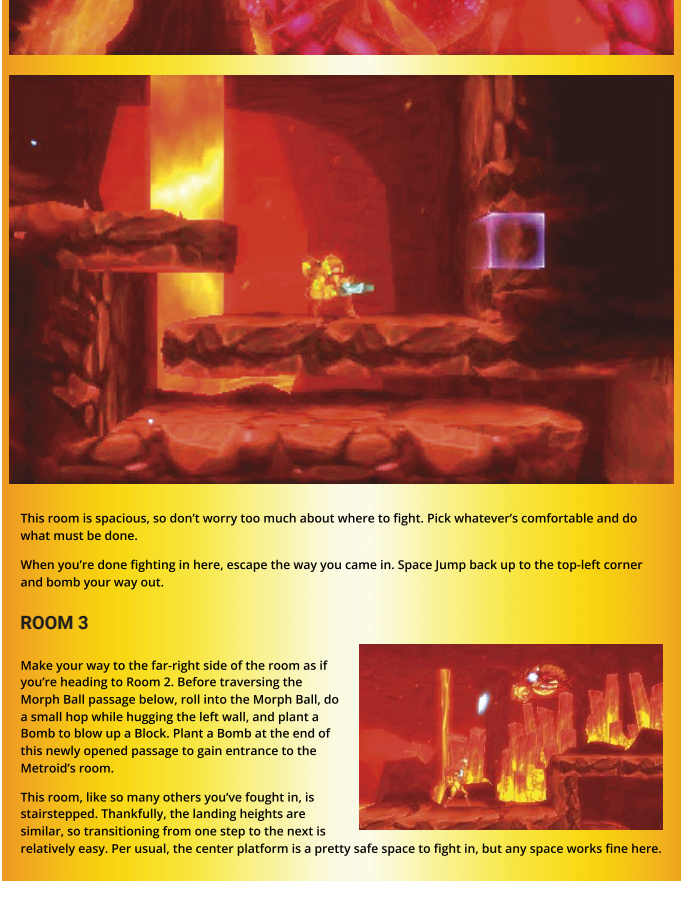
To exit the room, leave the same way you came in. Space Jump up to the top-left corner and bomb your way out.

ROOM 2

Find this room by heading to the far-right side of the main room and dropping down the passage. Roll to the left and place a Bomb against the left Block and the Block a few spaces right of it. As soon as the Block slightly to the right blows, stand up in the passage it creates and fire a Super Missile at the remaining Block on the left. The timing on all of this is tight, so you may have to try a few times. The good news is that once you destroy the leftmost Block, it doesn't reappear. Whenever a Super Missile Block is destroyed, it stays gone.



Quickly roll left to enter an alcove. Blow up the Block on the left to open a passage to the Metroid's third potential hiding spot.



This room is spacious, so don't worry too much about where to fight. Pick whatever's comfortable and do what must be done.

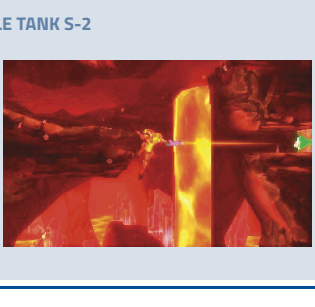
When you're done fighting in here, escape the way you came in. Space Jump back up to the top-left corner and bomb your way out.

ROOM 3

Make your way to the far-right side of the room as if you're heading to Room 2. Before traversing the Morph Ball passage below, roll into the Morph Ball, do a small hop while hugging the left wall, and plant a Bomb to blow up a Block. Plant a Bomb at the end of this newly opened passage to gain entrance to the Metroid's room.

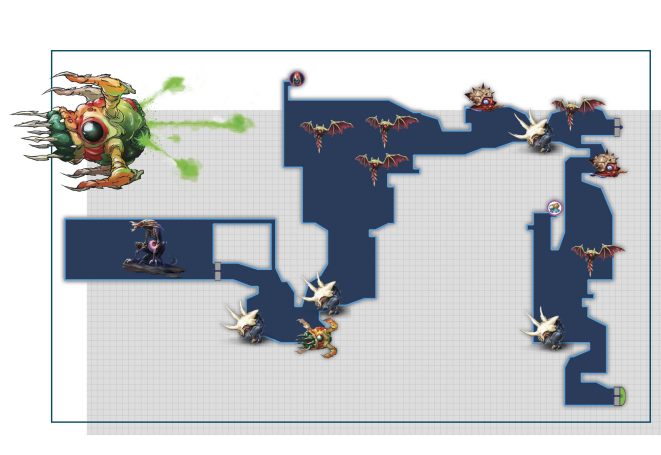
This room, like so many others you've fought in, is stairstepped. Thankfully, the landing heights are similar, so transitioning from one step to the next is relatively easy. Per usual, the center platform is a pretty safe space to fight in, but any space works fine here.

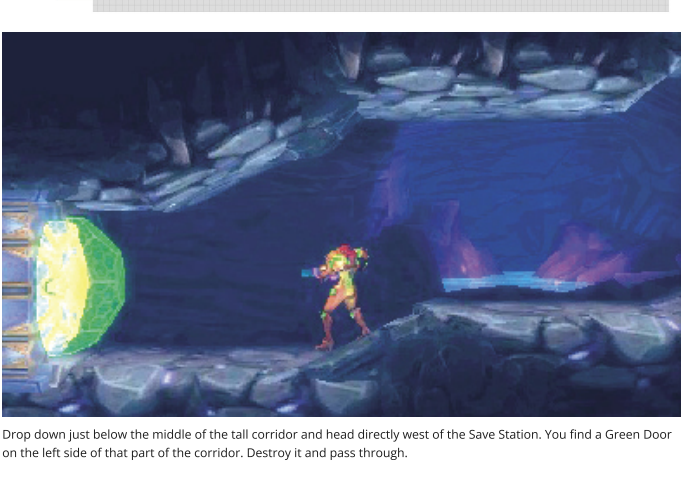
SUPER MISSILE TANK S-2



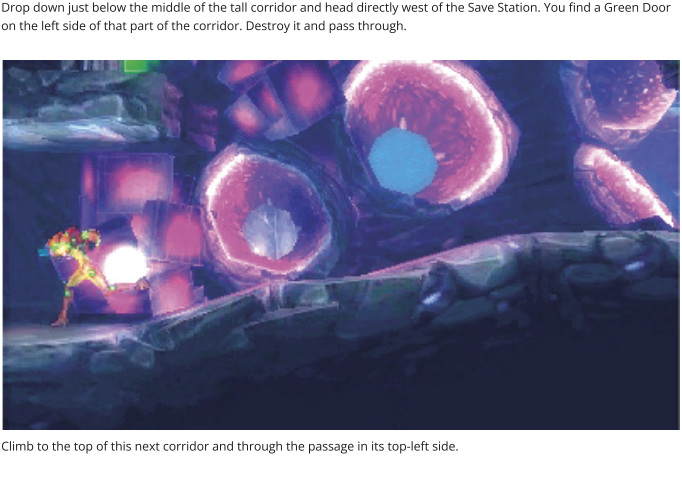
Smack-dab in the center of the runner Gamma's central room is a small opening embedded in the upper part of the right wall. If you hang from the platform directly left of that opening and fire a Super Missile into it, you reveal Super Missile Tank S-2. From here, jump and crawl in to grab the tank.

⑩ Once you're finished with the runner Gamma, backtrack out of the high-temperature area, through the following room, and into the tall corridor. There's another Metroid nearby that needs to be taken out.

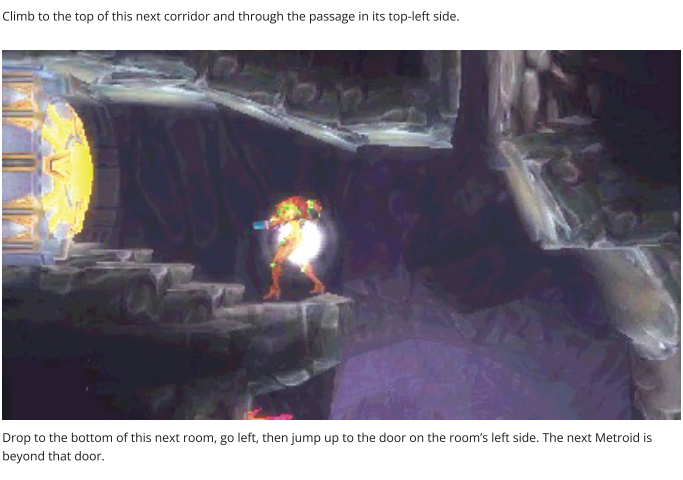




Drop down just below the middle of the tall corridor and head directly west of the Save Station. You find a Green Door on the left side of that part of the corridor. Destroy it and pass through.

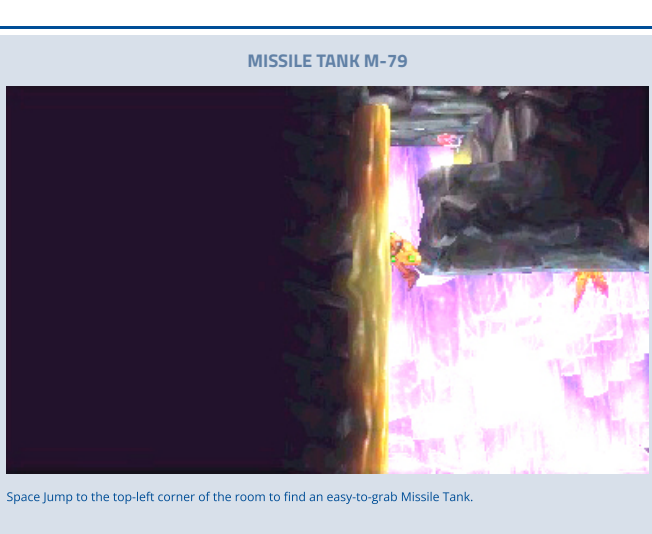


Climb to the top of this next corridor and through the passage in its top-left side.



Drop to the bottom of this next room, go left, then jump up to the door on the room's left side. The next Metroid is beyond that door.

MISSILE TANK M-79



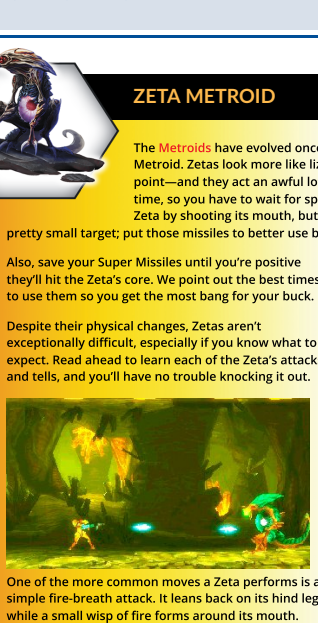
Space Jump to the top-left corner of the room to find an easy-to-grab Missile Tank.

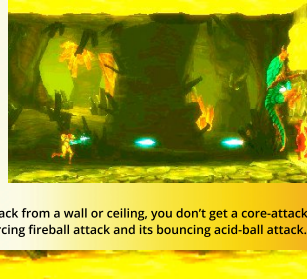
ZETA METROID 26/40

The Metroids have evolved once more into the next level of maturity, known as a Zeta Metroid. Zetas look more like lizards that any kind of Metroid you've seen up to this point—and they act an awful lot like lizards too. Zetas cover their cores most of the time, so you have to wait for specific openings in order to land a hit. You can damage a Zeta by shooting its mouth, but this is generally a waste of missiles. Its mouth is a pretty small target; put those missiles to better use by waiting for a more opportune moment.

Also, save your Super Missiles until you're positive they'll hit the Zeta's core. We point out the best times to use them so you get the most bang for your buck.

Despite their physical changes, Zetas aren't exceptionally difficult, especially if you know what to expect. Read ahead to learn each of the Zeta's attacks and tells, and you'll have no trouble knocking it out.





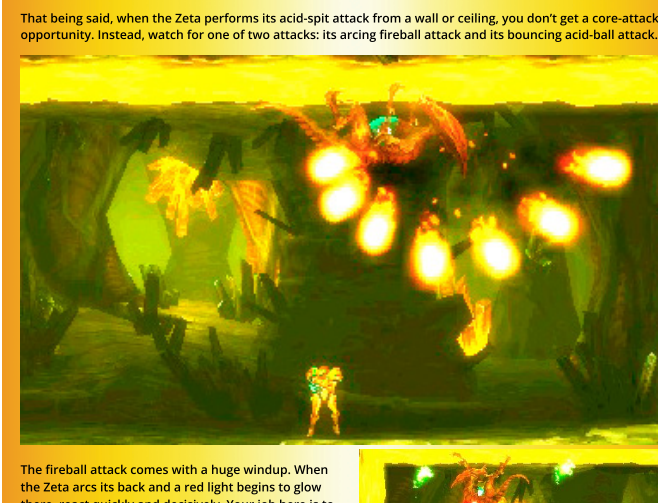
One of the more common moves a Zeta performs is a simple fire-breath attack. It leans back on its hind legs while a small wisp of fire forms around its mouth. Back off a short distance and fire some Ice Beam shots into the Zeta's mouth when this happens.

A great opportunity to attack the Zeta comes during its acid-spit attack. It settles on its hind legs as it does for the fire-breath attack, but a green mist forms around its mouth instead.

It fires three acid projectiles, one after another, directly at you. Take this opportunity to hit its core with missiles, but refrain from using Super Missiles. The acid shots can deflect your missiles if they collide midair.

In keeping with the lizard comparisons, Zetas can crawl along walls and ceilings with ease. While this seems like a hindrance to your ability to strike at a Zeta's core, keep in mind that most attacks it performs from its wall and ceiling positions allow you chances to deal a lot of core damage.

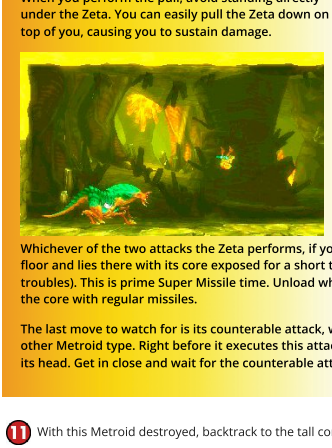
That being said, when the Zeta performs its acid-spit attack from a wall or ceiling, you don't get a core-attack opportunity. Instead, watch for one of two attacks: its arcing fireball attack and its bouncing acid-ball attack.



The fireball attack comes with a huge windup. When the Zeta arcs its back and a red light begins to glow there, react quickly and decisively. Your job here is to Free Aim directly at that red light and fire to pull the Zeta down to the ground.

The bouncing acid-ball attack, in contrast, comes out fast with little warning. Green fizzling around the Zeta's mouth while it's on the ceiling signals the impending attack. Instead of pulling the Zeta down while its attack is charging, you have to pull it off the ceiling after its acid ball is fired. This can be tricky, because the acid ball bounces slowly around the chamber, giving you little space to maneuver.

When you perform the pull, avoid standing directly under the Zeta. You can easily pull the Zeta down on top of you, causing you to sustain damage.

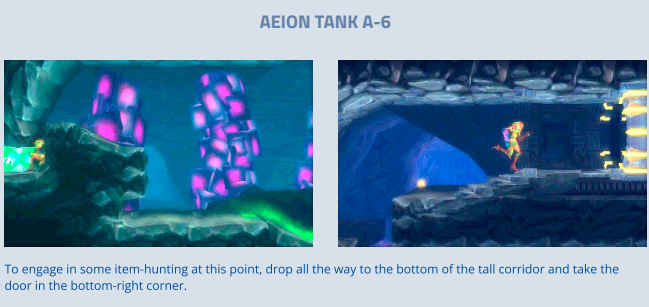


Whichever of the two attacks the Zeta performs, if you succeed in pulling it off the ceiling, it smacks onto the floor and lies there with its core exposed for a short time (you also get some ammunition and health for you troubles). This is prime Super Missile time. Unload whatever Super Missiles you have, then continue pelting the core with regular missiles.

The last move to watch for is its counterable attack, which Zetas enjoy performing more than practically any other Metroid type. Right before it executes this attack, it reels back on all fours, open its mouth, and shakes its head. Get in close and wait for the counterable attack to be unleashed.

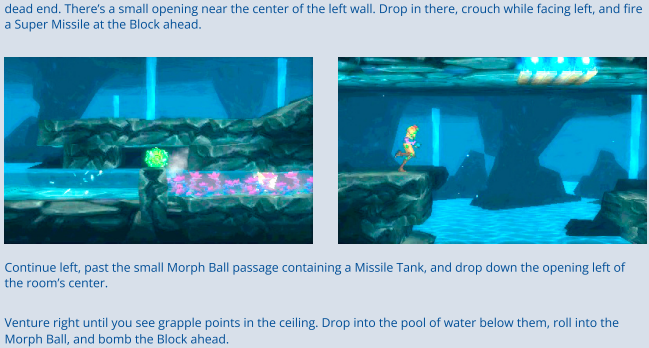
⑪ With this Metroid destroyed, backtrack to the tall corridor two rooms to the east. It's time to hightail it back to the west side of the map—the southwest side, to be precise. Area 4's last Metroid is lying in wait for you there. The recommended route used to reach it, though, depends on whether you first take this opportunity to grab most of the items littered around the Diggernaut Escape rooms. To commence item-hunting, read on. To opt out, skip the following tip section and resume the Walkthrough afterward.

AEION TANK A-6



To engage in some item-hunting at this point, drop all the way to the bottom of the tall corridor and take the door in the bottom-right corner.

Turn right and drop down the opening ahead. Once your feet touch the ground, proceed left until you reach a dead end. There's a small opening near the center of the left wall. Drop in there, crouch while facing left, and fire a Super Missile at the Block ahead.

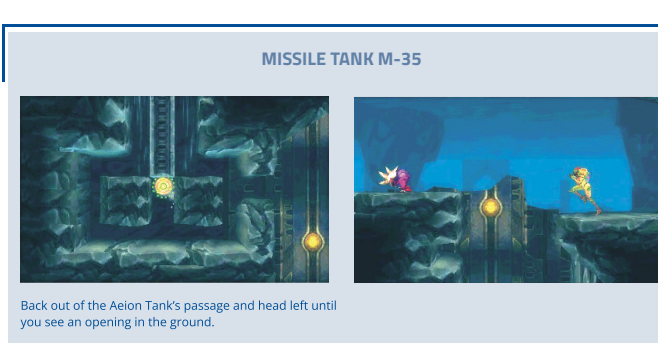


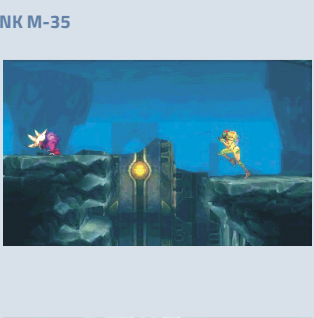
Continue left, past the small Morph Ball passage containing a Missile Tank, and drop down the opening left of the room's center.

Venture right until you see grapple points in the ceiling. Drop into the pool of water below them, roll into the Morph Ball, and bomb the Block ahead.

Plant a Bomb up against the next Block to destroy the Block in the passage's ceiling. Jump into the opening and plant another Bomb to create a path into the row of red plants. Turn on your Lightning Armor and grab the Aeion Tank.

MISSILE TANK M-35



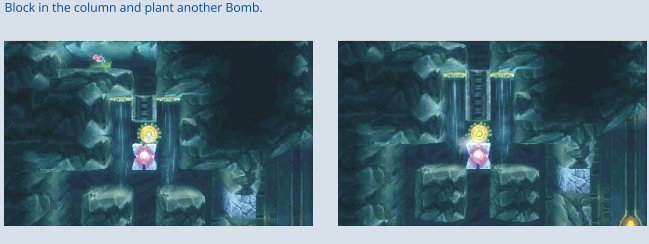


Back out of the Aeion Tank's passage and head left until you see an opening in the ground.

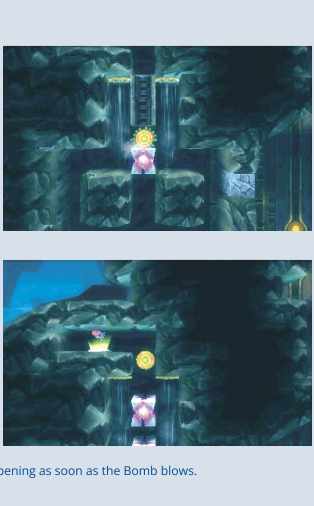
Drop down the opening and land on the first platform on the left. From here, Spider Ball down the wall and plant a Bomb on the second Block below the slope (use your Scan Pulse to find the exact location).

You enter a room with a Bomb-destroying fan on either side of a center column. The column is composed of Bomb Blocks, which makes this next part tricky.

Get underneath the column and plant a Bomb. Once it's destroyed, quickly jump onto the bottom of the next Block in the column and plant another Bomb.



(You can also roll to the tip of the Blocks lining the path up to the column, as seen in our screenshot.)

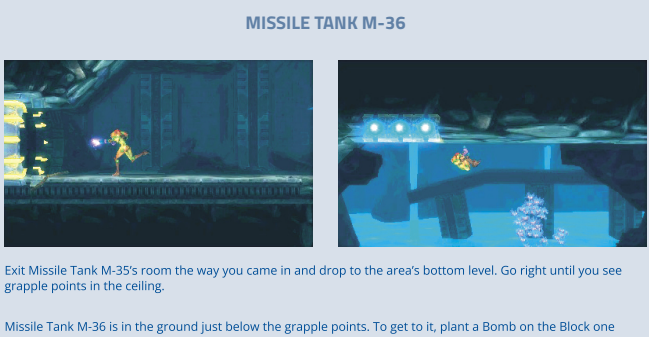


Wait for the bottom Block of the column to reappear. Climb on top, place another Bomb, and wait for it to detonate while still on the Block.

As soon as the Block is destroyed and you fall, the second Block reforms. Quickly jump on top of that second Block and plant another Bomb.

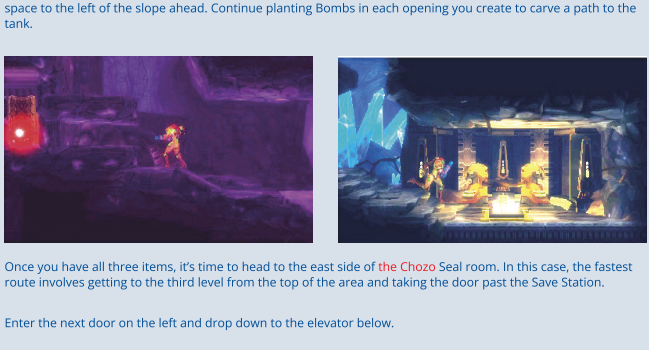
You don't need to wait on the Block for this detonation. Spider Ball onto the left or right wall and roll up into the opening as soon as the Bomb blows.

MISSILE TANK M-36



Exit Missile Tank M-35's room the way you came in and drop to the area's bottom level. Go right until you see grapple points in the ceiling.

Missile Tank M-36 is in the ground just below the grapple points. To get to it, plant a Bomb on the Block one space to the left of the slope ahead. Continue planting Bombs in each opening you create to carve a path to the tank.



Once you have all three items, it's time to head to the east side of the Chozo Seal room. In this case, the fastest route involves getting to the third level from the top of the area and taking the door past the Save Station.

Enter the next door on the left and drop down to the elevator below.

In the Chozo Seal room, drop to the lower level and head straight to the left. Your destination is the Pull Block in the lower-left corner. Destroy it and use the Morph Ball passage it was blocking, then proceed to our M-37 tip and/or ⑫.

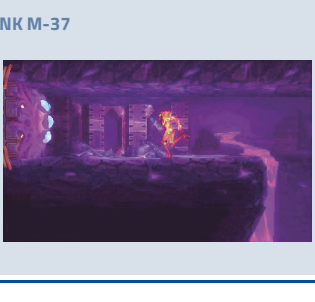
If you opt to skip the items for now, the route we recommend involves teleporting to Area 4's west side via the Teleport Station in the bottom-left corner of the tall corridor.

In the Teleport Station room, go left but stop short of falling down the hole on the left side. Wait for the Stronger Tsumuri to make an appearance, then destroy it and Spider Ball down the right side of the hole. Use the Teleport Station to warp to the west side of Area 4.

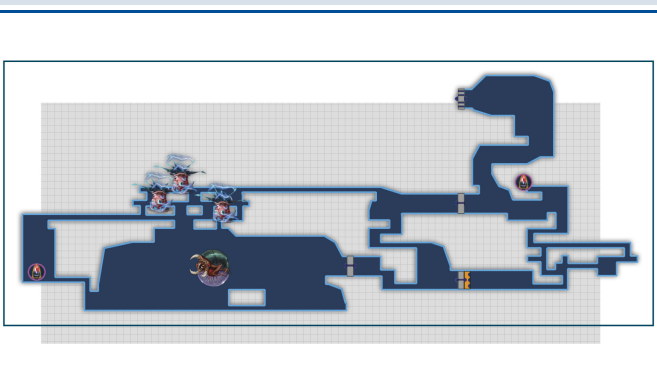
After teleporting, head up, then right to enter the Chozo Seal room.

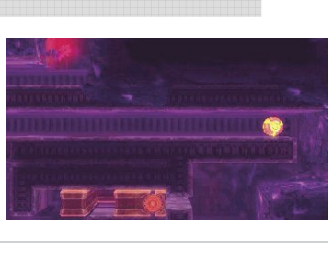
In the bottom-left corner, destroy the Pull Block on your left and jump into the Morph Ball passage it was blocking.

MISSILE TANK M-37

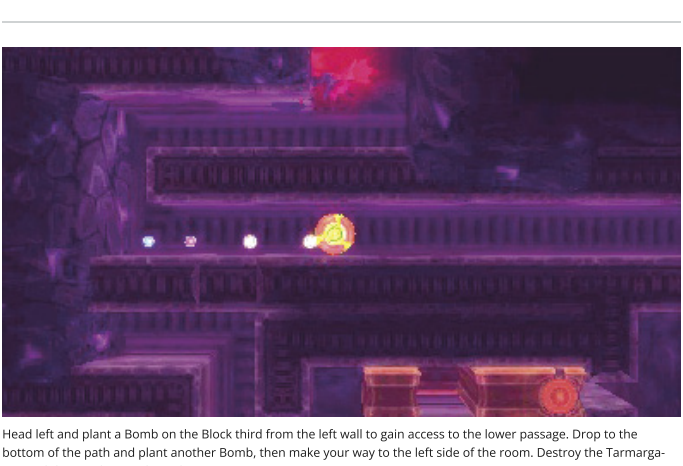


Reach Missile Tank M-37 by Space Jumping straight up the opening above you right after you enter the Chozo Seal room. At the top, take the door on the left. The Missile Tank is waiting for you on the other side.



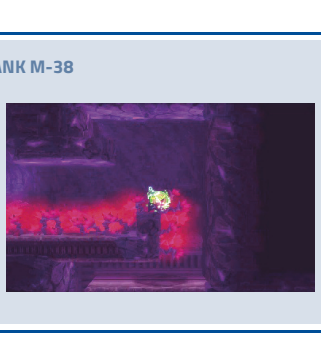


⑫ The Metroid is close to this location, but reaching it requires a few more steps. Roll left to enter an alcove with another Pull Block ahead. Pull this one as well, then jump back into the Morph Ball passage and take the upper path.



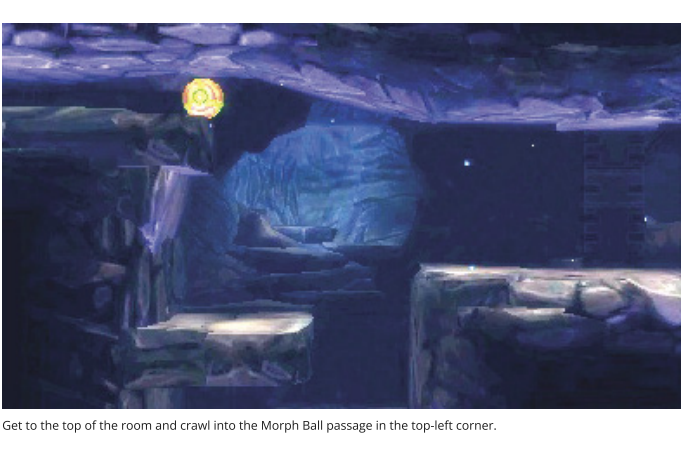
Head left and plant a Bomb on the Block third from the left wall to gain access to the lower passage. Drop to the bottom of the path and plant another Bomb, then make your way to the left side of the room. Destroy the Tarmarga-covered door and go on through.

MISSILE TANK M-38

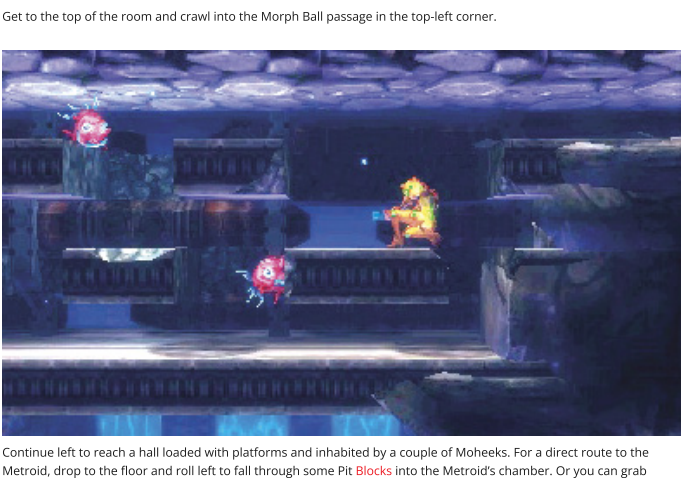


Before bombing the Block above and to the left of the Pull Block, climb up the Morph Ball passage to spot a small platform near the ceiling.

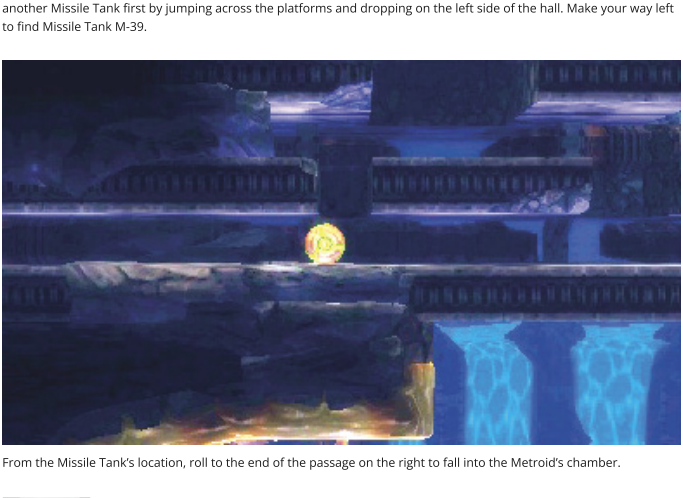
Jump onto the platform and plant a Bomb to reveal Missile Tank M-38.



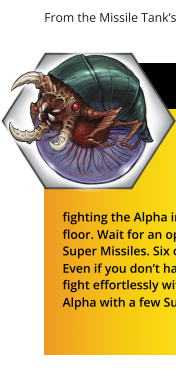
Get to the top of the room and crawl into the Morph Ball passage in the top-left corner.



Continue left to reach a hall loaded with platforms and inhabited by a couple of Moheeks. For a direct route to the Metroid, drop to the floor and roll left to fall through some Pit Blocks into the Metroid's chamber. Or you can grab another Missile Tank first by jumping across the platforms and dropping on the left side of the hall. Make your way left to find Missile Tank M-39.

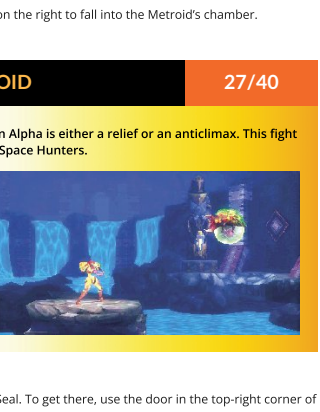


From the Missile Tank's location, roll to the end of the passage on the right to fall into the Metroid's chamber.



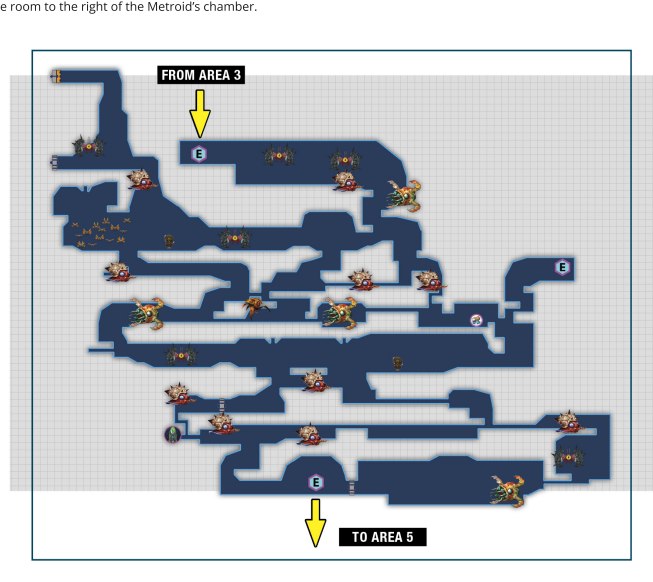
EVOLVEDALPHA METROID 27/40

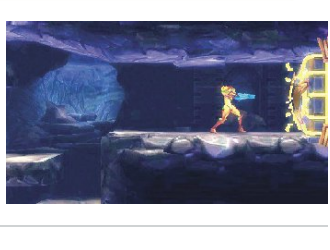
After fighting a Zeta, bumping into an Alpha is either a relief or an anticlimax. This fight is a breeze, even for the sleepiest of Space Hunters.



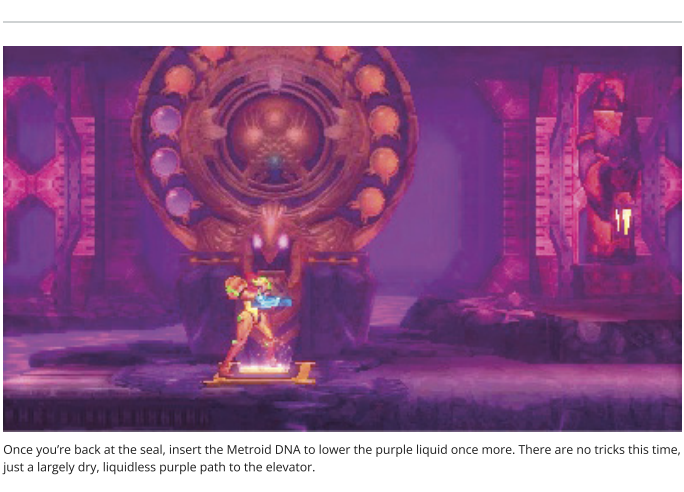
Head to the platform in the chamber's center to avoid fighting the Alpha in the water covering the entire floor. Wait for an opening and light up the Alpha with Super Missiles. Six or seven are plenty to take it down. Even if you don't have that many, you can finish the fight effortlessly with regular missiles after pelting the Alpha with a few Super Missiles.

⑬ With the Alpha defeated, it's time to return to the Chozo Seal. To get there, use the door in the top-right corner of the room to the right of the Metroid's chamber.

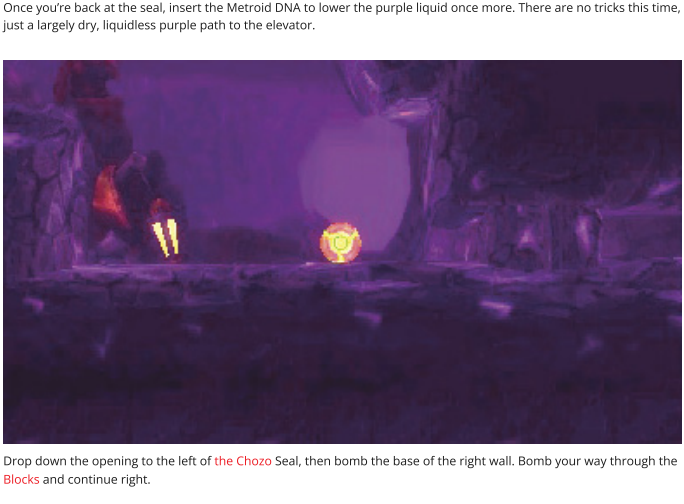




⑬ With the Alpha defeated, it's time to return to the Chozo Seal. To get there, use the door in the top-right corner of the room to the right of the Metroid's chamber.



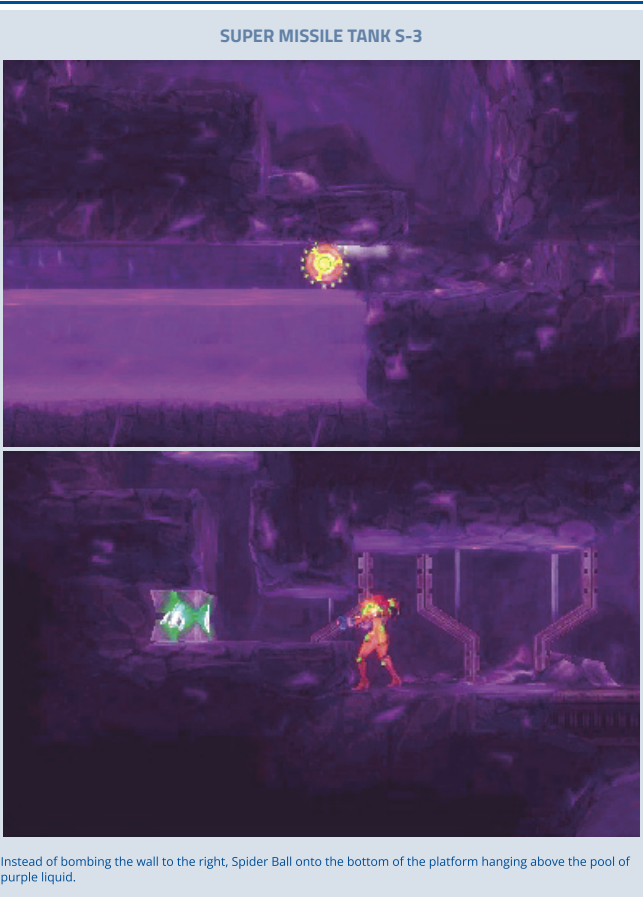
Once you're back at the seal, insert the Metroid DNA to lower the purple liquid once more. There are no tricks this time, just a largely dry, liquidless purple path to the elevator.



Drop down the opening to the left of the Chozo Seal, then bomb the base of the right wall. Bomb your way through the Blocks and continue right.

Head all the way to the right until you hit the wall, then place more Bombs at the base. Once the road is clear, continue right.

SUPER MISSILE TANK S-3



Instead of bombing the wall to the right, Spider Ball onto the bottom of the platform hanging above the pool of purple liquid.

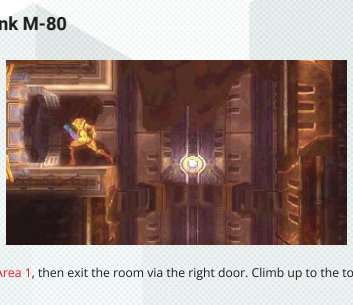
Continue left to a Pull Block. Destroy it, then fire a Super Missile at the Block behind where the Pull Block was to reveal Super Missile Tank S-3.

Drop to the bottom of the shaft to the right, then make a straight dash to the left to find the elevator to Area 5.

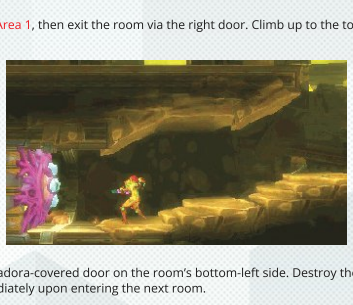
CLEANUP

If you're not in a rush and are itching for more item tanks, head to your nearest Teleport Station and read on.

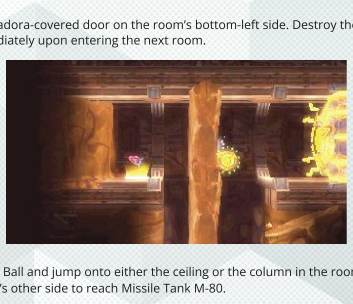
Area 1: Missile Tank M-80



Teleport to the station in Area 1, then exit the room via the right door. Climb up to the top of the next room and take the door on the left.

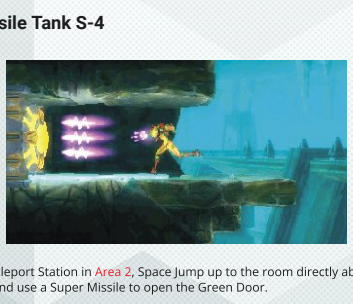


Continue left to find a Gigadora-covered door on the room's bottom-left side. Destroy the Gigadora, head through the door, then stop immediately upon entering the next room.

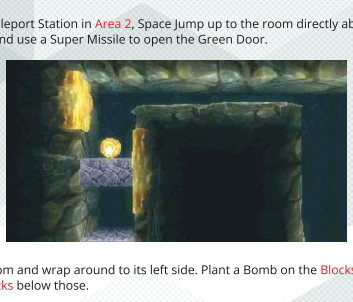


Transform into the Morph Ball and jump onto either the ceiling or the column in the room's center and Spider Ball. Roll around to the column's other side to reach Missile Tank M-80.

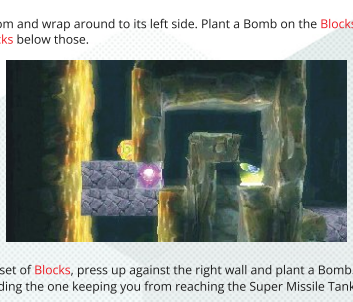
Area 2: Super Missile Tank S-4



From the northwestern Teleport Station in Area 2, Space Jump up to the room directly above the station. Head to the left side of the room and use a Super Missile to open the Green Door.



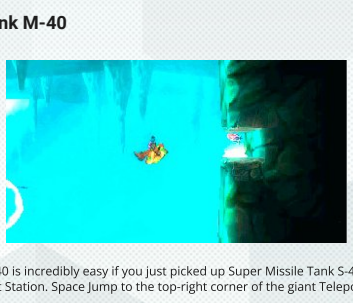
Climb to the top of the room and wrap around to its left side. Plant a Bomb on the Blocks below you, then plant another Bomb on the Blocks below those.



When you reach the third set of Blocks, press up against the right wall and plant a Bomb. It should blow up the entire row of Blocks, including the one keeping you from reaching the Super Missile Tank.

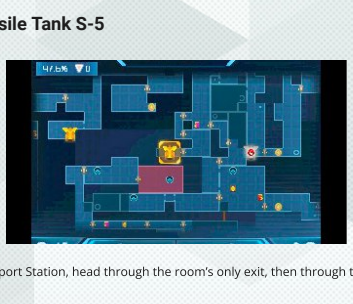
Once the Blocks are clear, roll into the passage and grab Super Missile Tank S-4.

Area 2: Missile Tank M-40

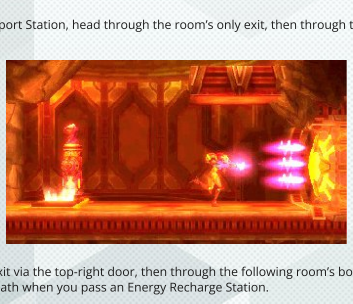


Grabbing Missile Tank M-40 is incredibly easy if you just picked up Super Missile Tank S-4, or if you're coming from the northwestern Teleport Station. Space Jump to the top-right corner of the giant Teleport Station room to find it in the wall.

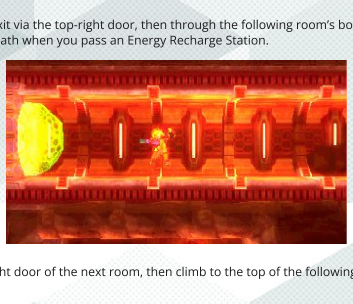
Area 3: Super Missile Tank S-5



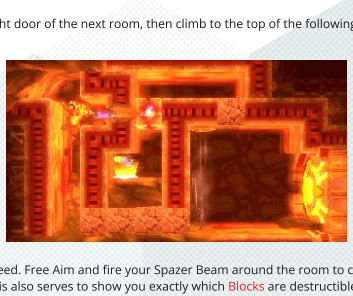
From Area 3's central Teleport Station, head through the room's only exit, then through the next room's top-left door.



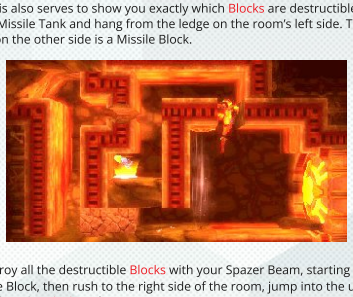
Climb the next corridor, exit via the top-right door, then through the following room's bottom-right door—you know you're on the right path when you pass an Energy Recharge Station.



Proceed to the bottom-right door of the next room, then climb to the top of the following room and take the Green Door on the left.

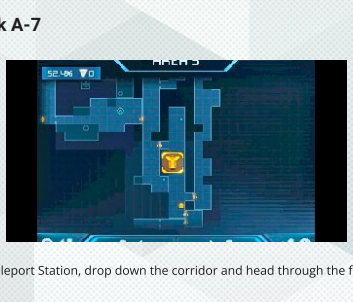


This next part requires speed. Free Aim and fire your Spazer Beam around the room to clear out Blocks obstructing your path—this also serves to show you exactly which Blocks are destructible. Roll through the narrow passage under the Super Missile Tank and hang from the ledge on the room's left side. There's a small opening to your right, and the Block on the other side is a Missile Block.

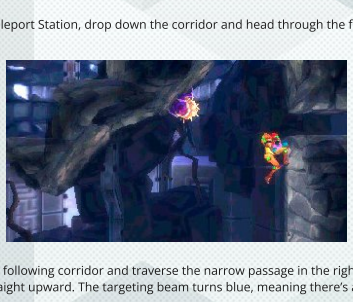


Quickly Free Aim and destroy all the destructible Blocks with your Spazer Beam, starting with the bottom ones. Fire a missile at the Missile Block, then rush to the right side of the room, jump into the upper passage, and grab the Super Missile Tank before the Blocks reform.

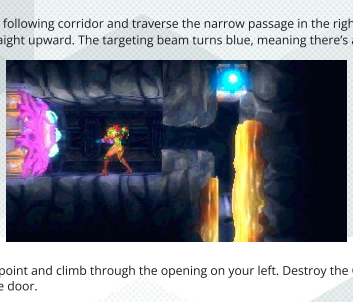
Area 3: Aeion Tank A-7



From Area 3's southern Teleport Station, drop down the corridor and head through the first door on the right, just above the Save Station.



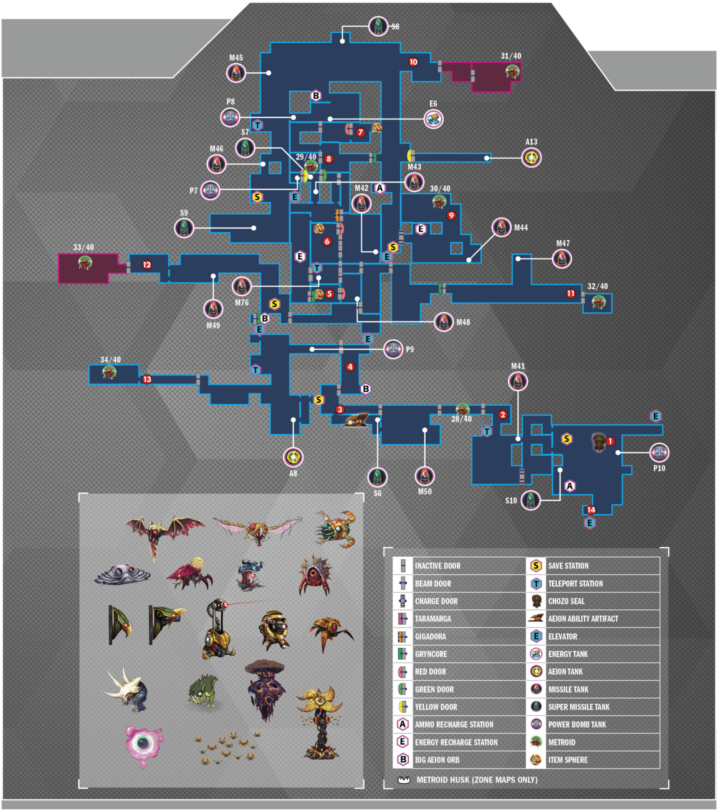
Climb to the middle of the following corridor and traverse the narrow passage in the right wall. Go all the way to the right and Free Aim straight upward. The targeting beam turns blue, meaning there's a grapple point above.



Grapple onto the grapple point and climb through the opening on your left. Destroy the Gigadora ahead to find Aeion Tank A-7 beyond the door.

Walkthrough

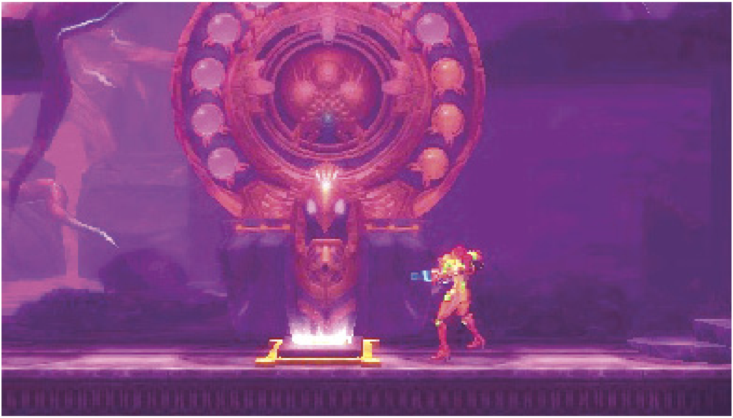
Area 5



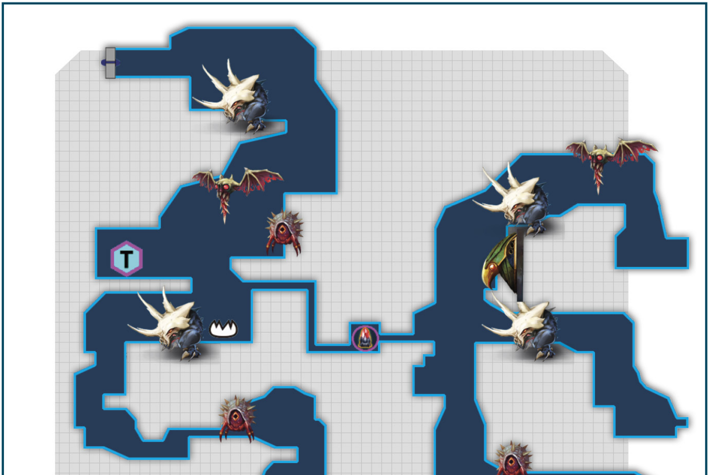
▮	INACTIVE DOOR	S	SAVE STATION
▮	BEAM DOOR	T	TELEPORT STATION
▮	CHARGE DOOR	●	CHOZO SEAL
▮	TARAMARGA	●	AEION ABILITY ARTIFACT
▮	GIGADORA	E	ELEVATOR
▮	GRYNCORE	●	ENERGY TANK
🟥	RED DOOR	●	AEION TANK
🟩	GREEN DOOR	●	MISSILE TANK
🟨	YELLOW DOOR	●	SUPER MISSILE TANK
A	AMMO RECHARGE STATION	●	POWER BOMB TANK
E	ENERGY RECHARGE STATION	●	METROID
B	BIG AEION ORB	●	ITEM SPHERE

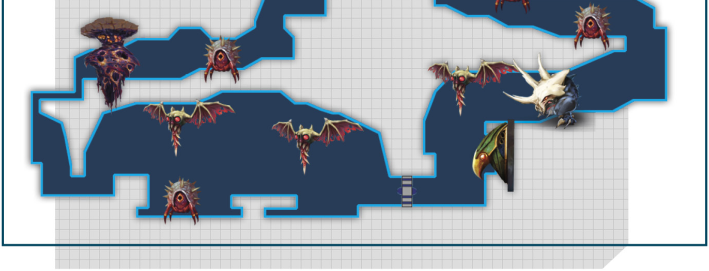
METROID HUSK (ZONE MAPS ONLY)

① You've got only one choice of direction and the Chozo Seal is a short distance away, so don't delay.

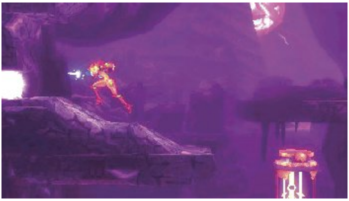


The seal requires seven DNA strands this time, so you've got your work cut out for you. Consider this: by the time you finish this floor, you only have six Metroids left to find. You're getting close to purging the planet of these terrible parasites. Hang in there and get moving.



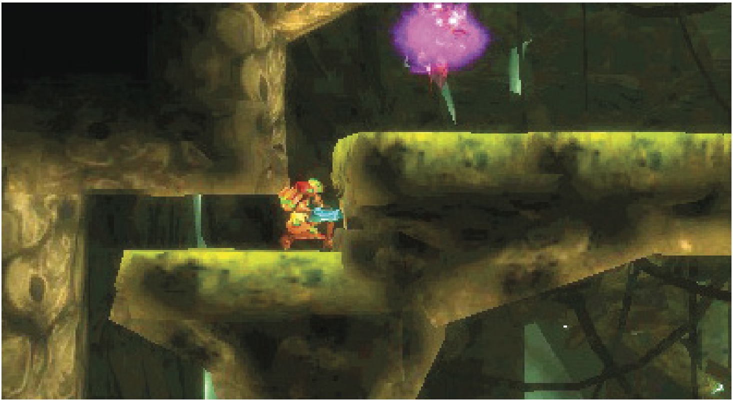


② Your first Metroid for this area isn't far. To get there, start by Space Jumping up to the upper landing on the left. Head left past the Save Station and shoot the wall to proceed to the next room.



Make your way to the bottom, then go through the door.

Water is a bigger concern in Area 5 than you've seen up to this point. It causes a bit of trouble in certain areas, but there are often ways to avoid taking a swim. Proceed carefully when it's present.

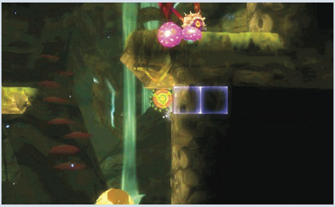


Head to the left side of the water-filled room and jump up to the ledge above. You see another Fleech Swarm hive up ahead. There's only one way to go and there's a pool of water not far from here, so as soon as you pass the Fleech Swarm, quickly make your way to the right and follow the path to find that pool.

Continue up to the top of the room and take a moment to activate the Teleport Station while you're at it. Once at the top, take the door on the right. The next Metroid is waiting behind it.

MISSILE TANK M-41

Directly across from the Teleport Station, plant a Bomb on top of the wall to open up a hidden passage. Follow the passage to find Missile Tank M-41 and a Pull Block. Destroy the Pull Block to create a shortcut back to the middle of the previous room.

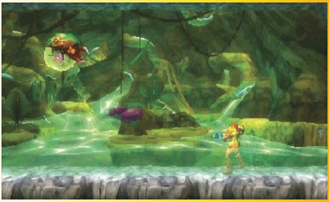


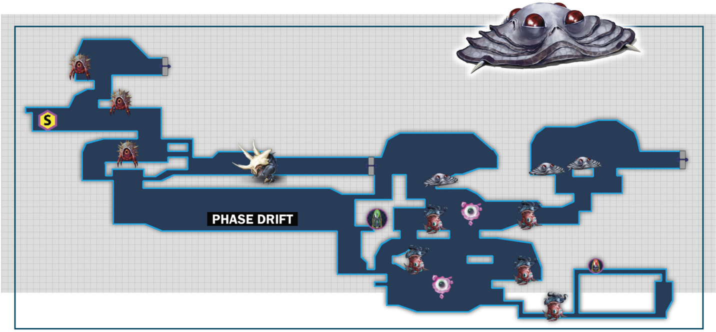
EVOLVED ALPHA METROID

28/40

Though you're only fighting an Alpha Metroid, proceed with a bit of caution. The floor is submerged in water, which makes movement slower—that includes your jumps.

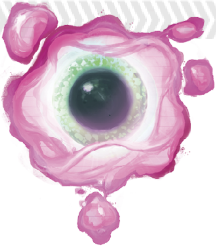
Take a few practice jumps to get a feel for the difference in movement before the Alpha has a chance to lay into you. As before, when you see an opening, unload your Super Missiles into the Alpha's core. It doesn't take many to drop an Alpha, so don't expect a long fight.





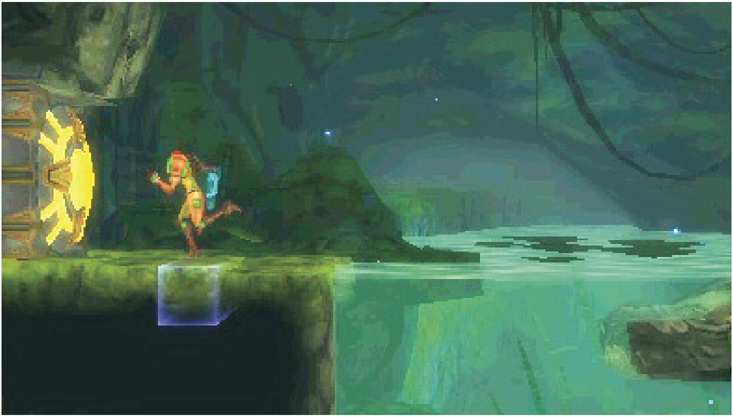
③ Once the Metroid's been defeated, head through the left door.

MEBOID



Meboids are another swarm type like Blob Swarms, Parabies, and Mumbos. These, however, are almost completely harmless. Like Mumbos, they fly back and forth around a specific area and only deal damage if you come into direct contact with them. The main difference between Meboids and the one-eyed Mumbos is that these are water creatures.

Rather than enemies, think of them as a great way to refill your resources. Turn on your Lightning Armor and use melee attacks to clear them quickly and reap the items they leave behind.



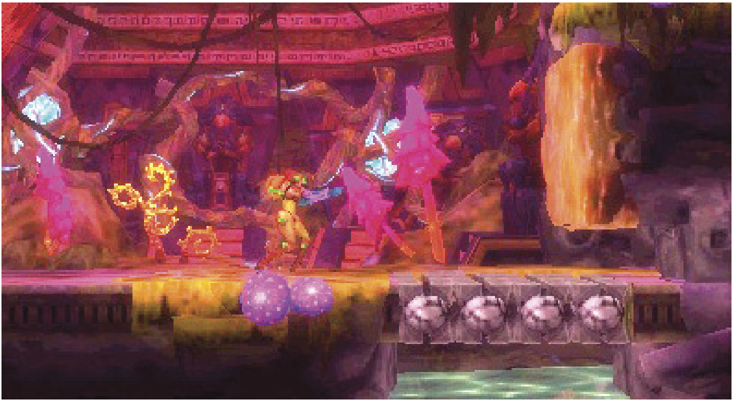
This next room is full of water, which makes movement and jumping quite the task. Space Jump doesn't work underwater, so you have to jump platform to platform like the good ol' days.

Luckily, getting out of this room is pretty straightforward. Use the available platforms to make your way to the top-left corner, and head through the door.

Go left in the next room and roll into the Morph Ball passage as soon as you reach it. About halfway through the passage, you fall through Pit Blocks into a room below. Don't worry, this is a good thing. If you proceed right from here, you find a new Aeion Ability: Phase Drift.

PHASE DRIFT: WHAT IS IT?

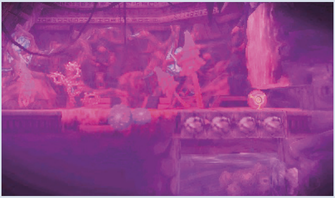
The Phase Drift is the last Aeion Ability for this mission, and it's one of the most useful. Press Down on the +Control Pad to select Phase Drift, then activate it like you would any Aeion Ability. While active, Phase Drift slows down everything in the area—except you. While it works well for enemy encounters, it's most useful for traveling over Pit Blocks before they break. That's right, the Phase Drift slows down time enough for you to walk on Pit Blocks without immediately falling through. Pretty handy stuff! Keep an eye on your Aeion Energy bar, though. Phase Drift drinks Aeion Energy fast.

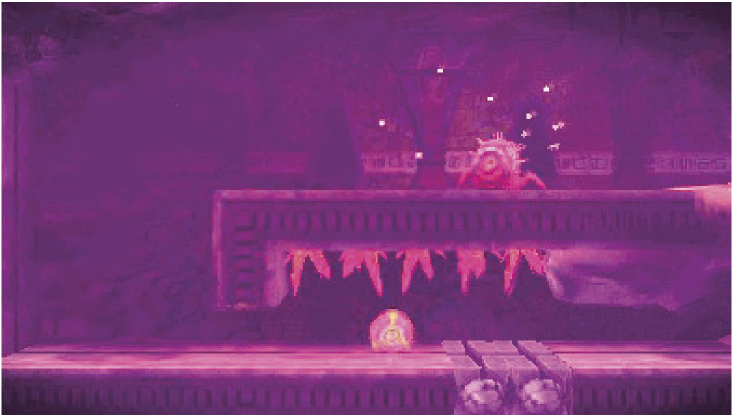


To escape the room, go one of two ways: simply run to the right until you fall through a row of Pit Blocks on the right side; or walk right and stand on the small patch of grass, turn on your Phase Drift, run toward the wall, and jump up to the small handhold in the top-right corner. Either way works, but the upper path saves you the hassle of moving through the water again.

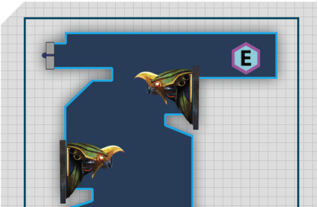
SUPER MISSILE TANK S-6

Before leaving the room where you obtained the Phase Drift ability, head to the grassy patch on the right side. Roll into the Morph Ball, turn on Phase Drift, and roll into the opening on the bottom-right corner of the wall. Plant a Bomb to reveal Super Missile Tank S-6.

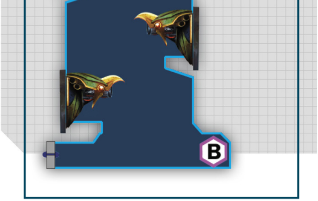




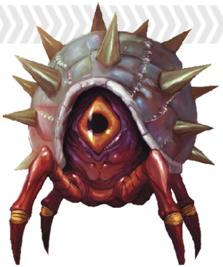
With Phase Drift in hand, return up to the hall you fell through earlier and roll into the Morph Ball passage near the left end. Turn on your Phase Drift and roll to the other side—you don't fall through the Pit Blocks this time if you have Phase Drift on.



④ Climb to the top of the room and enter the door in the top-right corner.

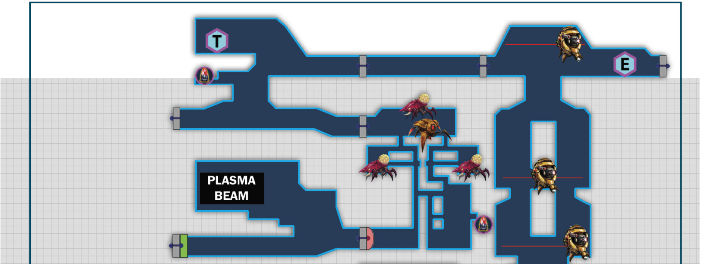


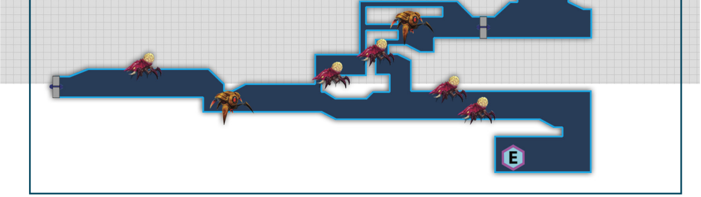
STRONGER RAMULKEN



Stronger Ramulkens are hard to defeat and can spin at you three times consecutively. Your best bet when dealing with them is to stand your ground and Melee Counter them. Don't try to shoot them with missiles while they spin; this is a good way to take damage, or to drag out the fight much longer than necessary.

This next room is a true tutorial in the ways of Phase Drifting. The room is lined with extra-fast Wallfires, and the only way to safely climb to the top is with the Phase Drift. There's a Big Aeion Orb on the side in case you need to cap off your Aeion Energy. When you're ready, turn on Phase Drift and Space Jump up to the top-right corner. The elevator there lets you reach the upper portions of Area 5.





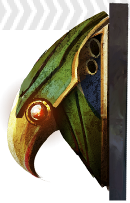
⑤ The upper portion of Area 5 is massive and maze-like. Navigating as efficiently as possible requires a zigzag route. Your first stop is a new item for your Power Suit.

Start by making your way to the door almost directly north of the elevator. To reach the door, simply follow the path, then jump up the first opening in the ceiling you find. From there, climb a bit and maneuver right to find the door.

Climb to the top of this next room and head through the door on the top-left corner. The path up is all about Space Jumping and avoiding the Gunzoos that try to hit you with their lasers. Don't sit in one spot for long.

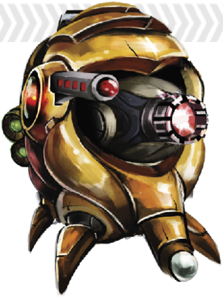
BLACK WALLFIRE

These green-accented Black Wallfires aren't dramatically different from the ones you've encountered up to this point, except that they spit fire faster and you must use the Beam Burst to destroy them. Otherwise, it's business as usual.



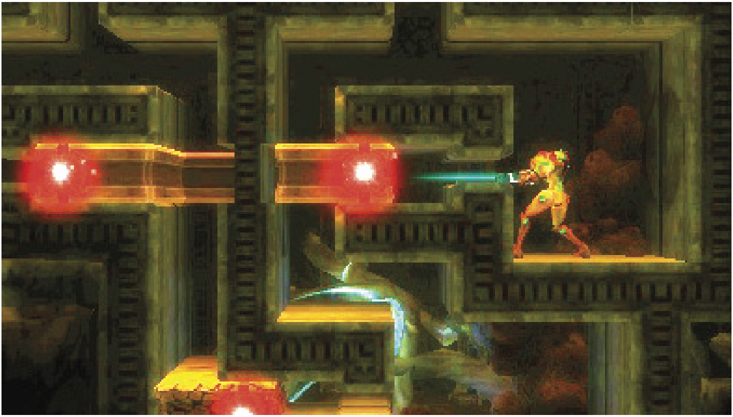
GUNZOO

The Gunzoo is another member of the Chozo security system. This robotic enemy only moves along the green rail it's mounted to, so pay close attention to the rail to figure out where you can go to avoid them. A Gunzoo's laser is its primary method of attack, which it fires in a straight line in an attempt to drag it over or under you and deal damage. Gunzoos are easy to avoid if you don't stand still while near them. They're also destructible, but you're better off avoiding them whenever possible.

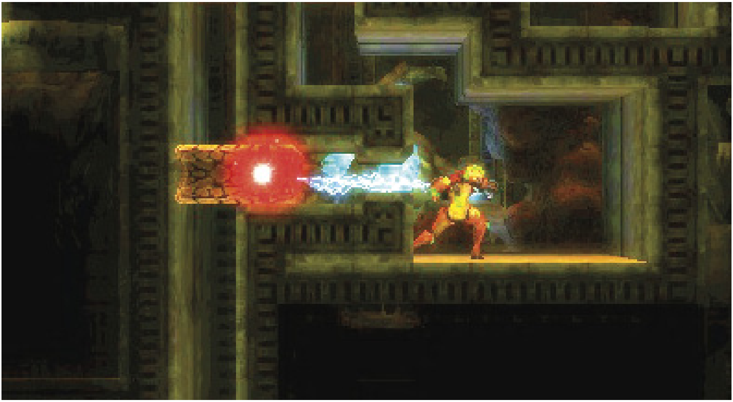


Move to the top-left corner of the room to activate a Teleport Station, then make your way to the door in the bottom-right corner.

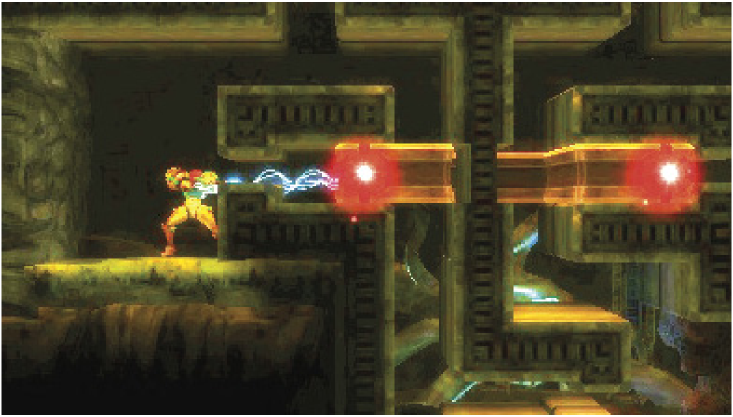
This next room is tricky. You need to move a Pull Block sitting in the middle of the room back and forth while you create an opening down to the room's lower half.



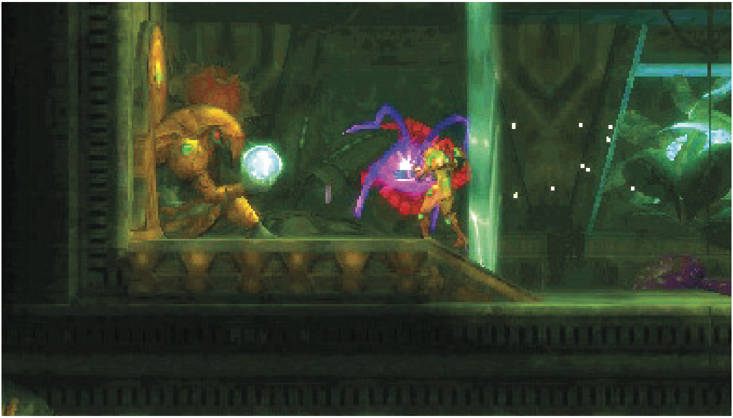
Drop through the opening on the right side, then into the alcove on the right side of the Morph Ball passage. Pull the Pull Block, then drop through the opening it creates.



Drop into the alcove below the Pull Block to find another Pull Block waiting for you. This one can be destroyed when pulled, so do so, then return to the top of the room.



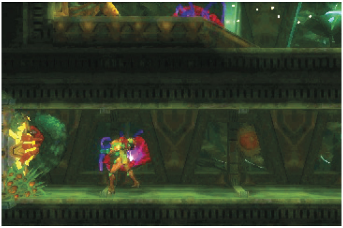
Back at the top, drop into the left opening and down into the alcove below. Pull the Pull Block from this side to open up a new path. Drop down that path to reach the Red Door leading to the Item Sphere.

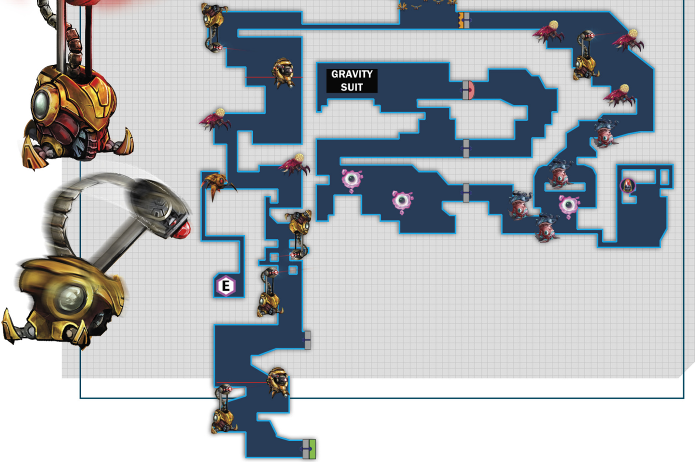


The Item Sphere is in the upper-left corner of the room. It contains the strongest beam weapon you find during this mission: the Plasma Beam.

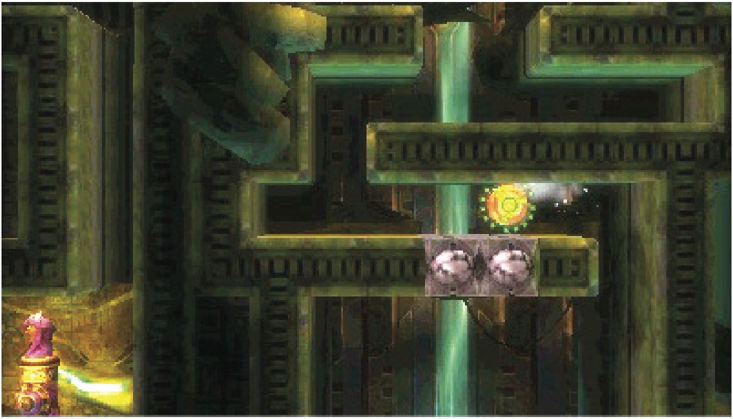
THE PLASMA BEAM AND GRYNCORES

The Plasma Beam doesn't radically change your beam weapons aside from increasing the power. What it does that's of note is allow you to destroy the Green Door parasites known as Gryncores, which is quite handy for reaching new item tanks.

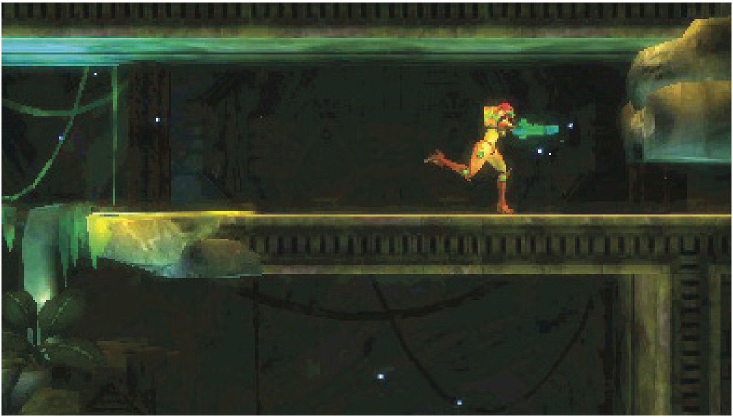




6 The Plasma Beam isn't the only new item you find in Area 5; there's another one quite close to this location. To reach it, head to the bottom-left corner of the room and destroy the Gryncore covering the door.



Begin progressing up the tall corridor to the passage in the upper-right corner. Just before the halfway point, when you're alongside the Teleport Station in the room to the right, is a Morph Ball passage. Upon climbing in, immediately Spider Ball onto the ceiling and traverse across it to the left. The platforms below and above are made up of Pit Blocks, which drop you all the way to the floor.

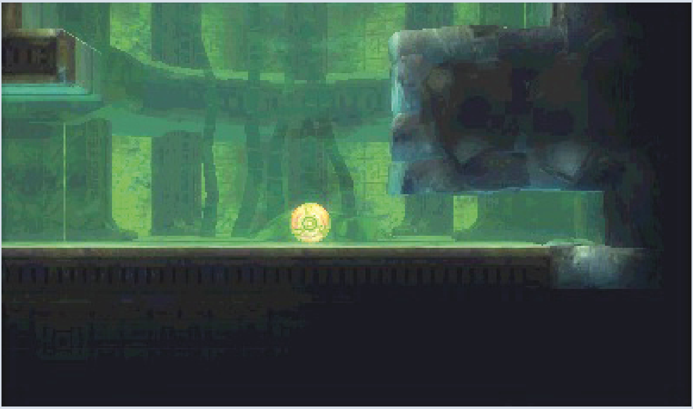


Use the ceiling of the next platform above to climb out of the passage without touching any more Pit Blocks. Aside from the enemies littering this corridor, the path to the upper-right passage is simple.

Bomb your way out of the passage, then go through the Taramarga-covered door.

Follow the path in this next room to reach a door near the bottom-left corner.

MISSILE TANK M-42

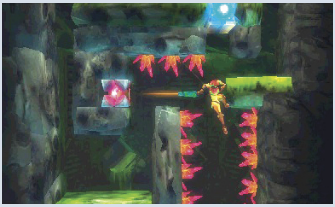


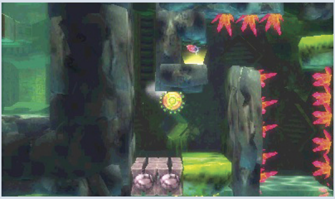
Get to the bottom-right corner of the water-filled room if you're interested in finding another Missile Tank. Once there, roll into the little passage at the base of the wall and plant a Bomb at its end.

Head to the right side of this area and Free Aim straight up. There's a grapple point just out of view directly above you.

Grapple onto it, then grab the ledge on the right. Don't climb onto it yet! Instead, Free Aim to the left and fire a missile at the Block ahead. This uncovers the Missile Tank.

Climb into the passage on the right and make your way to the left side of the platform above. Before dropping, grip the platform with the Spider Ball and maneuver around the bottom. All the Blocks near the bottom of the room are Pit Blocks, so unless you Spider Ball around the platform, you end up dropping straight through to the floor. From here, Spider Ball around and over to the Missile Tank to make it your own.



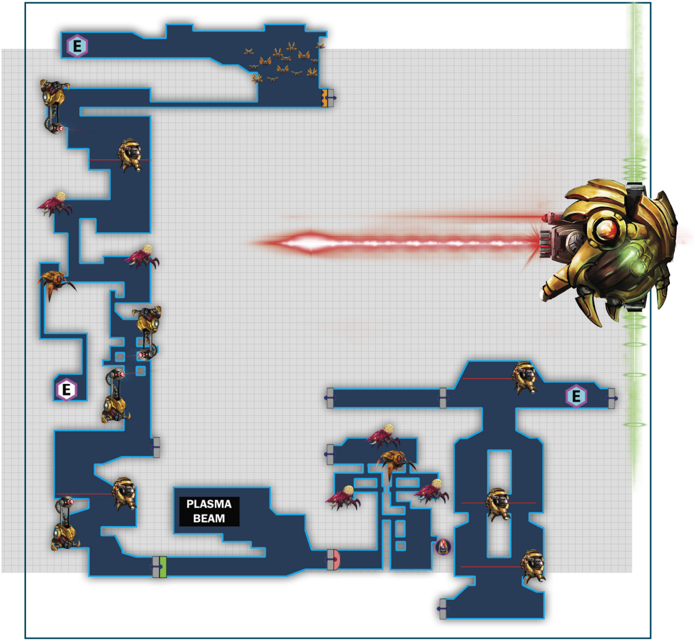


Follow the path in the next room to reach a door near the top-right corner. This door sends you back to a different part of the previous room. From here, make your way up the passage and take the Red Door above. Your next item is just beyond.

Head to the left side of the room to find the Item Sphere. Break it open to find the Gravity Suit.

GRAVITY SUIT FUNCTIONALITY

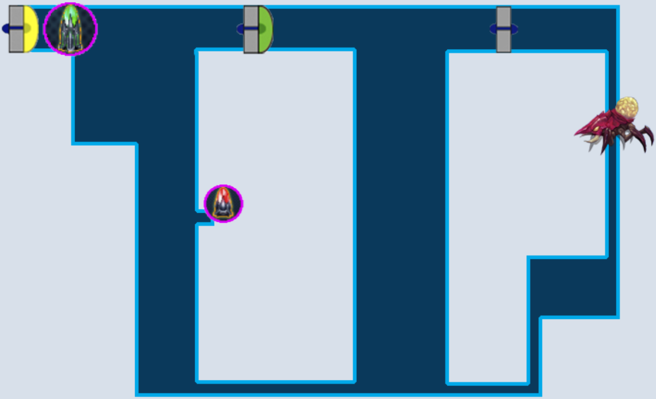
Aside from looking rather spiffy, the Gravity Suit allows you to move underwater as if walking on dry land. That means Space Jumping underwater is no longer an issue. If the Gravity Suit's features ended there, it would still be a worthy addition to your collection, but there's more. Lava is no longer a problem either—you not only stop taking damage from lava, but you can also move around in it unimpeded.

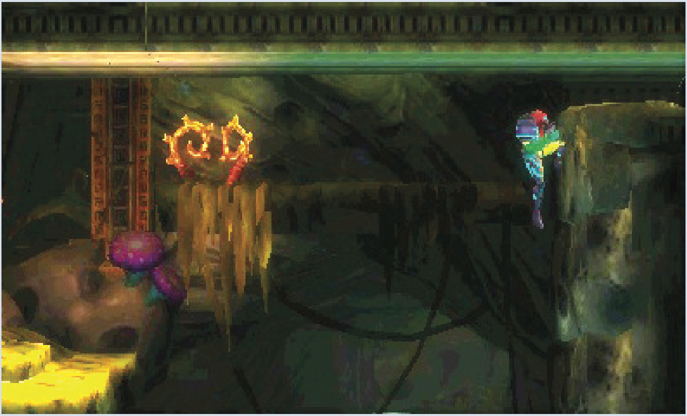


⑦ The two items you've picked up so far are excellent, but you're not done yet. There's one more item in Area 5, and it's definitely worth grabbing.

Backtrack out of ⑥'s room to the top of the water-filled room next to it. You can find two more item tanks in here.

SUPER MISSILE TANK S-7



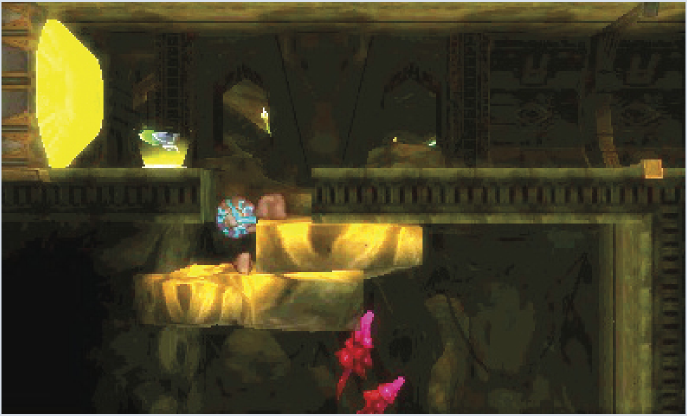


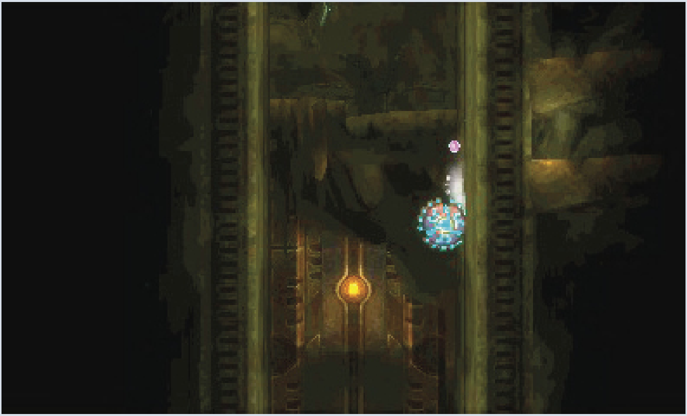
After exiting the water-filled room through the door in the top-left corner, go straight up to the top-right corner of this room to find a Morph Ball passage.

Climb to the top of the corridor after exiting the Morph Ball passage, taking care not to get hit by the GlowFly at the halfway point. As soon as you leave the room via the top-left door, stop. The floor is covered in Pit Blocks all the way up to the item tank.

Jump on the ceiling and grip it with the Spider Ball. Head left, drop, and open the Green Door. Go through, then hop on the ceiling once again and continue left. You find the Super Missile Tank at the left side of this next room. Roll all the way against the Yellow Door before dropping. A row of Pit Blocks immediately to the right of the Super Missile Tank dumps you into the room below.

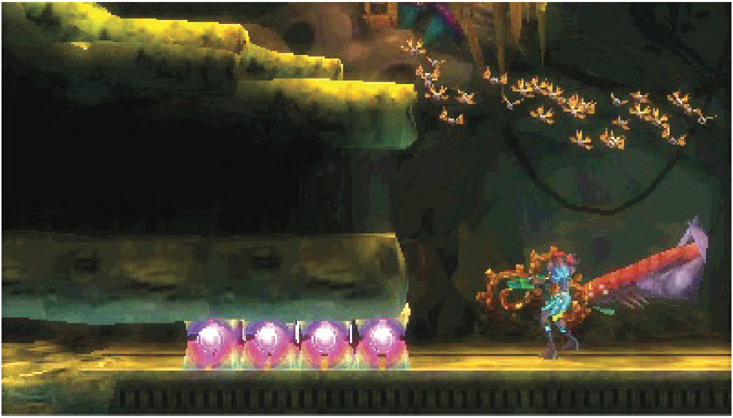
MISSILE TANK M-43



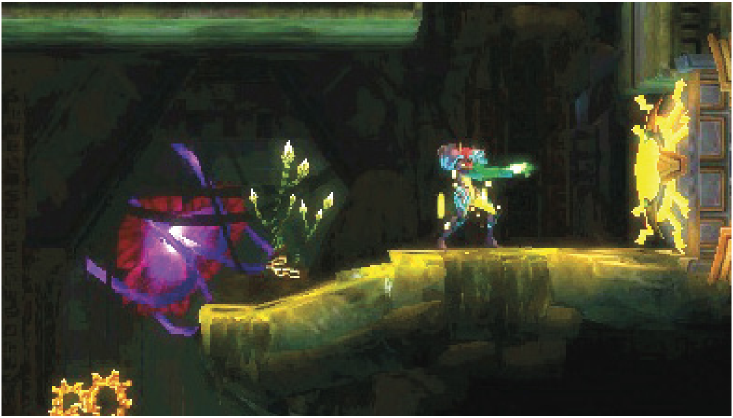


Find Missile Tank M-43 by rolling onto the Pit Blocks directly to the right of where Super Missile Tank S-7 was.

After falling through, Spider Ball onto the right wall and plant a Bomb on its center—the rocks to the right of the wall are a slightly different color than the rest of it, which is how you know you're in the right place. Missile Tank M-43 is revealed after your Bomb blows. Simply touch it to claim it.

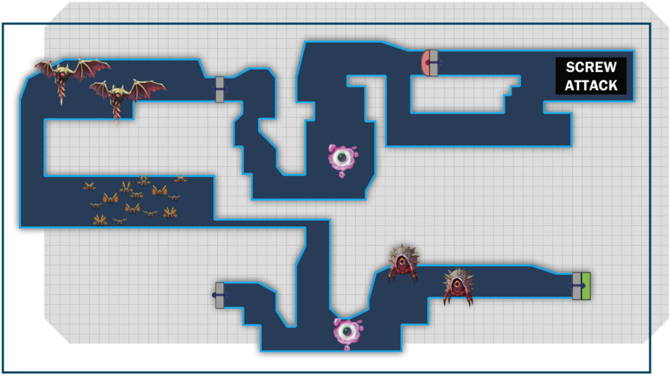


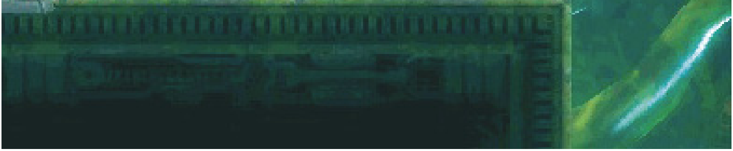
Bomb the Blocks directly left of the door you exited the water-filled room from and continue left until you reach the tall corridor ahead.



Drop to the bottom of the corridor and enter the Teleport Station room via the second-to-last door.

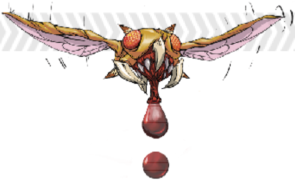
Exit the Teleport Station room through the top-right door and continue to the right until you reach the elevator ahead. Use the elevator.



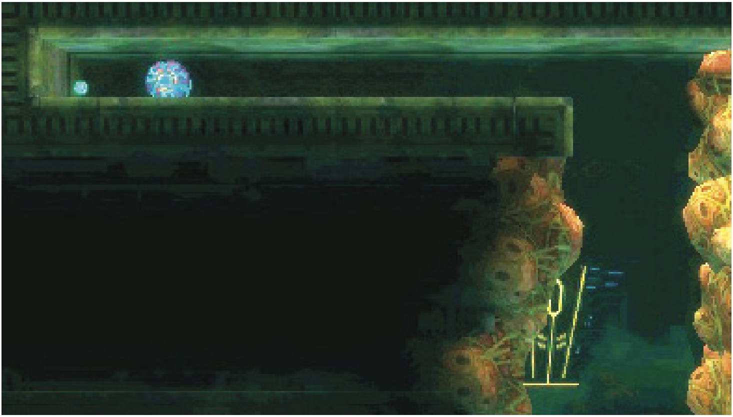


Continue up the corridor until you see a Gryncore-covered door on the left wall near the corridor's center. Destroy the Gryncore and head through the door.

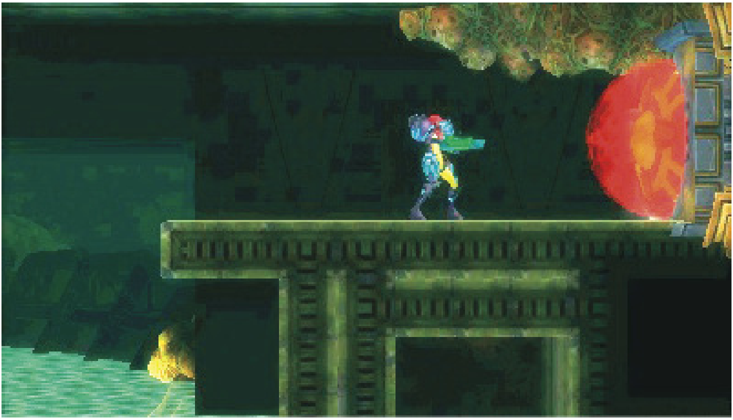
STRONGER DRIVEL



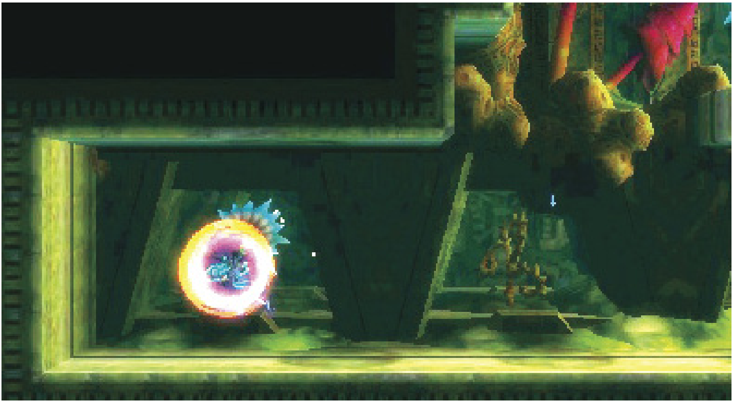
Stronger Drivels aren't difficult enemies, but they are tenacious. They flap horizontally around a specific area and drop acid on your head if you let them. Run past them to avoid them and their attacks. If you plan to fight them, note that they can take quite a few hits before going down, and they may cause added chaos if other enemies are around. Otherwise, these are simple creatures with simple attacks.



Drop into the water ahead and jump up the center of the room. Your Metroid Radar starts pinging as you reach the center. Ignore it for now; you can return to fight that Metroid momentarily. First, head to the left end of the passage in the top-left corner and plant a Bomb.



Once the Bomb blows, make your way through the now-open passage. Continue forward until you reach the door in the top-right corner of the room. Keep going, and eventually you run into a Red Door. Behind it is your final Item Sphere for Area 5, so blast your way through and into the next room.

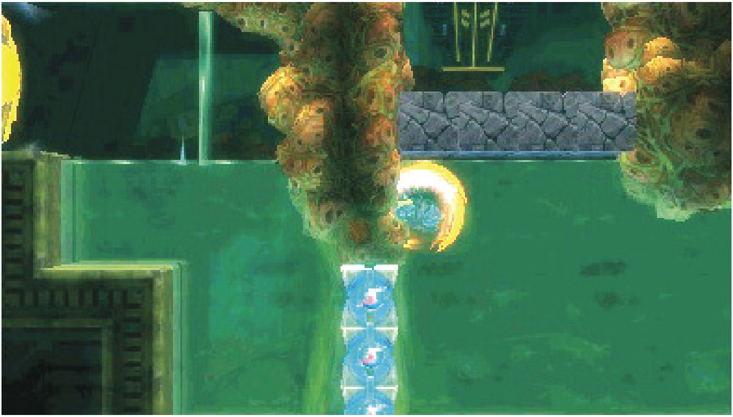


The item ahead is none other than the Metroid staple, the Screw Attack. Once it's in your possession, drop to the bottom of the room and approach the bottom-left corner. Looks like a dead end, right? Perform the Screw Attack into the left wall. Do it properly, and you cut through the wall like butter.

WHAT'S A SCREW ATTACK?

The Screw Attack isn't so much a new ability as an update to one of your current Power Suit upgrades. Now when you perform a Spin Jump, a swirling sphere of energy engulfs you, dealing damage to almost any enemy it touches.

It also allows you to destroy any Screw Attack Blocks you encounter simply by Spin Jumping through them. You're nearly invincible while performing the Screw Attack, so use it often and use it well.



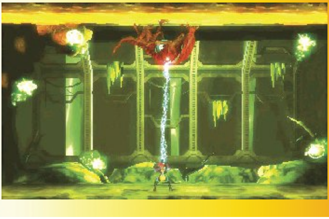
8 With all of the Power Suit upgrades in Area 5 collected, head back a few rooms to where the Metroid Radar was beeping—the room where the door on the left is blocked by a coral-reef-like wall. Screw Attack against its lower portion to break through, then enter the door to face your next Metroid.

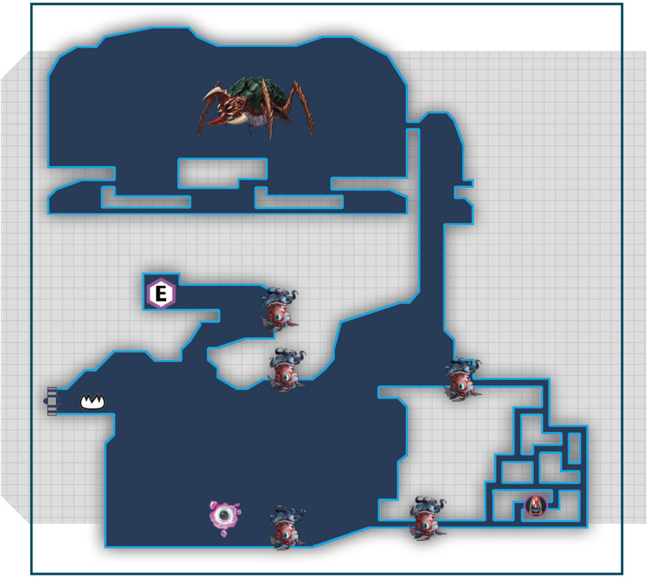
ZETA METROID

29/40

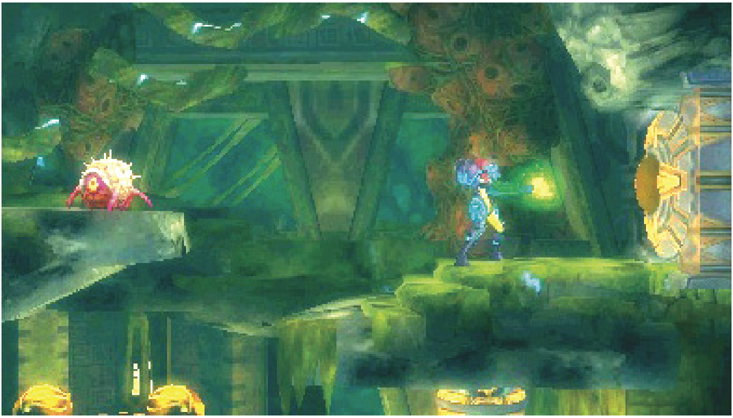
This is a typical Zeta fight, with one difference: you now have the Phase Drift. Your new Aeion Ability comes in handy when the Zeta climbs on the ceiling and reveals the red light on its back. Turning on Phase Drift relieves some of the pressure to be quick about pulling the Zeta down. It's especially helpful when the Zeta performs the bouncing green acid-ball attack; slowing the balls down can give you some breathing room and allow you to pull the Zeta off the wall with ease.

Everything else about this fight is business as usual. The Screw Attack, unfortunately, doesn't do much to the Zeta, and the Gravity Suit's not a lot of help either. Fight the Zeta as you have in the past, and utilize the Phase Drift to make short work of it.

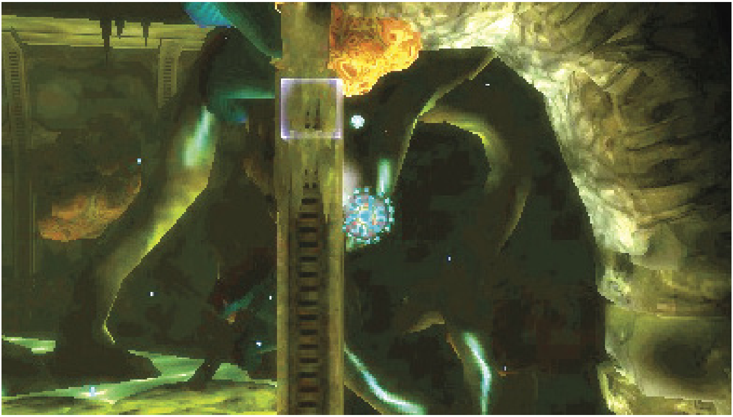




9 There are quite a few Metroids not too far from this location, so get going and take them out.

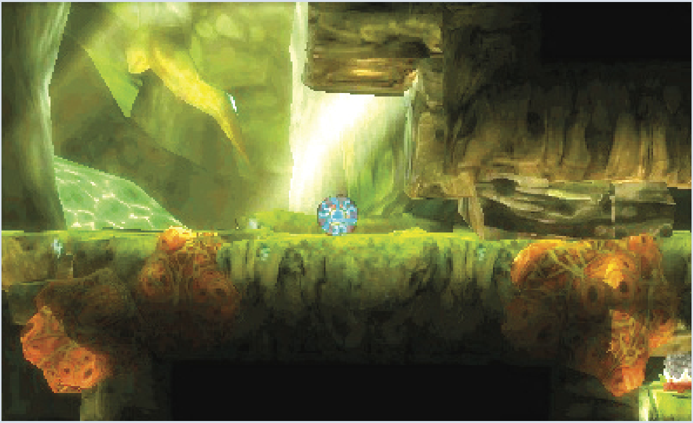


Exit the Zeta's chamber, then take the door on the right side of the next room to reach the very tall corridor. Drop all the way down to the bottom and head through the Charge Door above the Save Station.

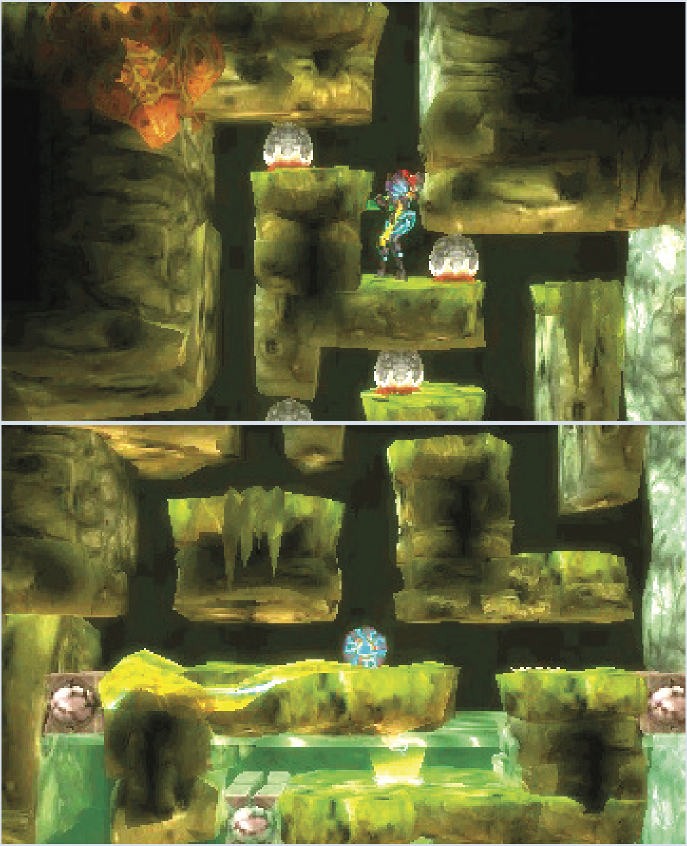


Make your way to the right until you hit a wall. Space Jump up the room to the top-right corner. It looks like you have nowhere to go, but you know by now that a dead end isn't always a dead end. Spider Ball onto the left wall and plant a Bomb next to the top Block. As soon as you drop in on the wall's other side, your next Metroid fight begins.

MISSILE TANK M-44



Directly below the tall corridor leading to the Metroid's chamber, plant a Bomb at the base of the wall on the right to reveal a hidden passage.



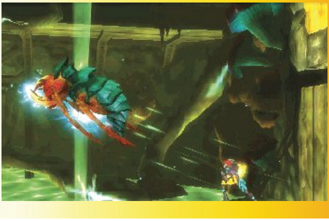
Drop down the opening ahead and activate your Beam Burst. This area is packed with silver orbs, and the only way to progress downward is by destroying them. Without delay, destroy the orbs and make your way down the room.

Stick to the middle as much as possible; the left and right sides of the platform just above the Missile Tank conceal Pit Blocks. You find Missile Tank M-44 near the bottom of the room.

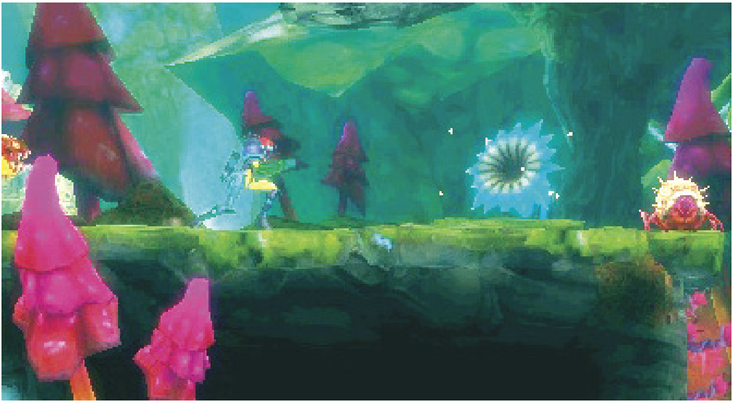
GAMMA METROID

30/40

The center platform is, as usual, a pretty good place to fight the Gamma Metroid, but positioning doesn't matter a whole lot in this fight. The water in the room doesn't slow you down anymore and you're armed to the teeth. You're experienced enough with Gammas and Zetas that this fight shouldn't be a problem.

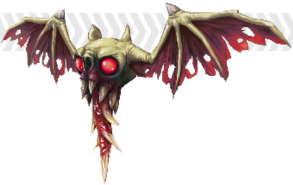


⑩ To keep the Metroid train rolling, back out to the tall corridor to the left of this room, then climb it until you reach the opening on the right at the top.

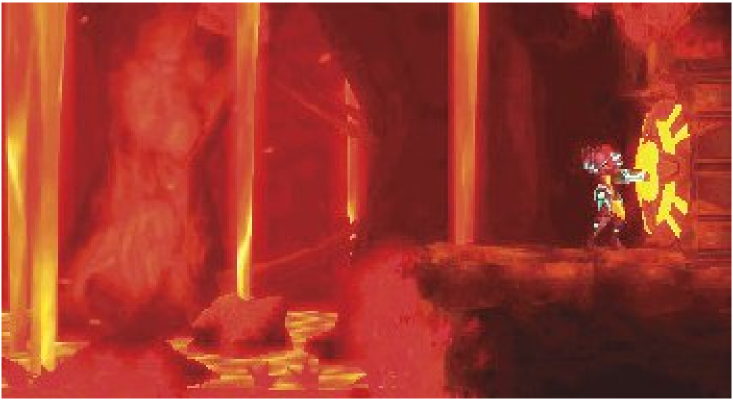


Space Jump above the red-plant-filled gorge and take the door on the right.

ELECTRIC GULLUG



As soon as you enter the high-temperature area on your way to Metroid 31/40, you bump into a pair of Electric Gullugs. These are some of the toughest enemies you come across on SR388. Because these Gullugs are electrified, they can't be countered and they are also incredibly hardy, meaning it takes a ton of shots to bring them down. So what can be done? Freezing an Electric Gullug with a charged Ice Beam shot, then shooting it with a missile or hitting it with a melee attack makes short work of this enemy. Your Beam Burst and the Super Missile also work, but those are precious resources that you don't need to waste when an Ice Beam shot can take care of your problems.



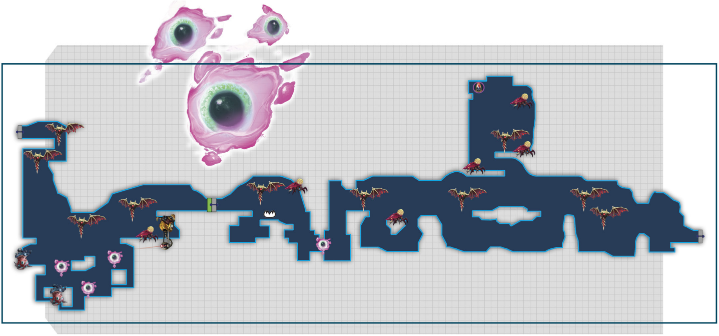
Traverse the high-temperature area and head through the door on the right to find the next Metroid.

EVOLVED GAMMA METROID

31/40

The right side of the chamber is a decent spot to fight from, but again, you're armed enough and skilled enough to knock this Gamma out with ease.

Remember, a charged Ice Beam shot freezes the Gamma's core and prompts it to perform its counterable attack more frequently. Use Phase Drift to make the shot (and any other shot) easier, and Super Missiles to destroy this Gamma in no time at all.

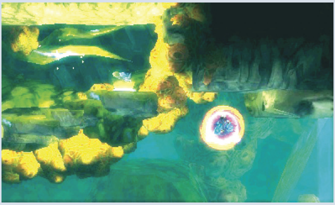


⑪ Another Metroid down, but there are still more in Area 5. You can reach the next one by heading back out to the very tall corridor, dropping to the bottom, and using the elevator from earlier. However, there is another way. It's longer but also more rewarding, if you're in the mood for a handful of item tanks. If you're in a hurry, use the elevator at the bottom of the tall corridor and skip the following item tanks. Otherwise, read on.

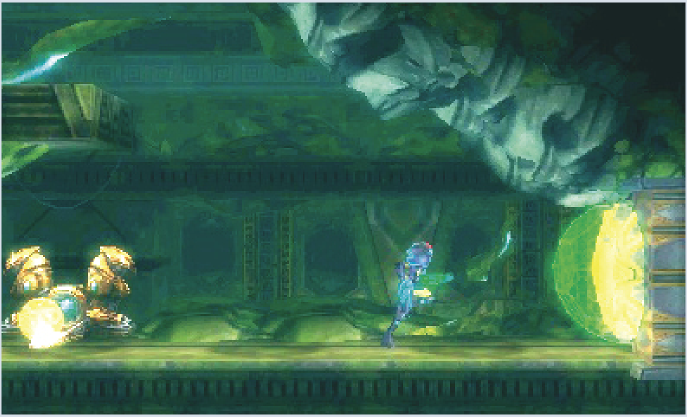
The longer path requires you to travel west over the top of Area 5. You get to grab several items along the way. For best results, gather the items in the order we provide.

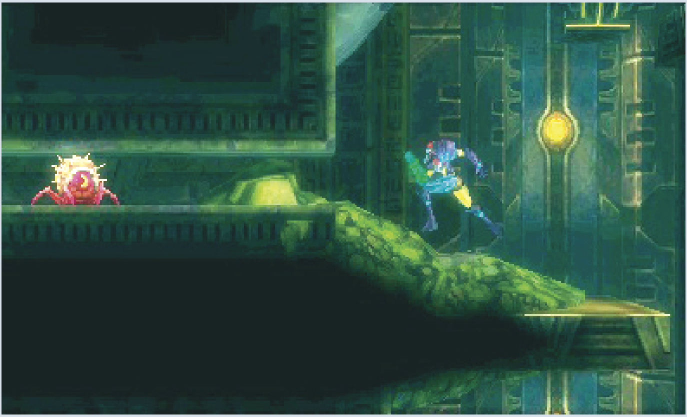
SUPER MISSILE TANK S-8

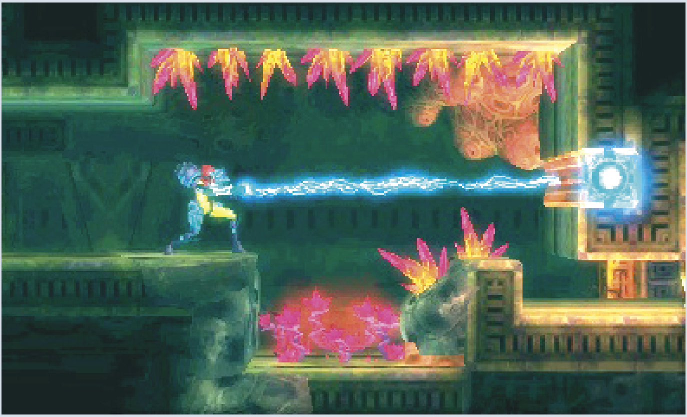
This Super Missile Tank is in the center of the ceiling at the very top of Area 5. Space Jump along the ceiling after exiting the high-temperature room from ⑩. Screw Attack through the Blocks to the left of the tank, and it's yours for the taking.



ENERGY TANK E-6







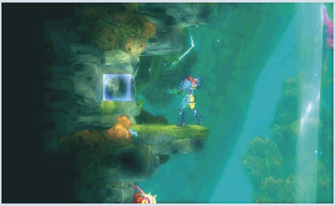
After grabbing Super Missile Tank S-8, drop straight down to the floor below. Head left until you reach an opening in the floor. Drop down it and open the Green Door on your right.

Drop onto the landing near the center-right side of the room and enter the Morph Ball passage ahead. Roll all the way to the left to drop through Pit Blocks into the lower half of the room.

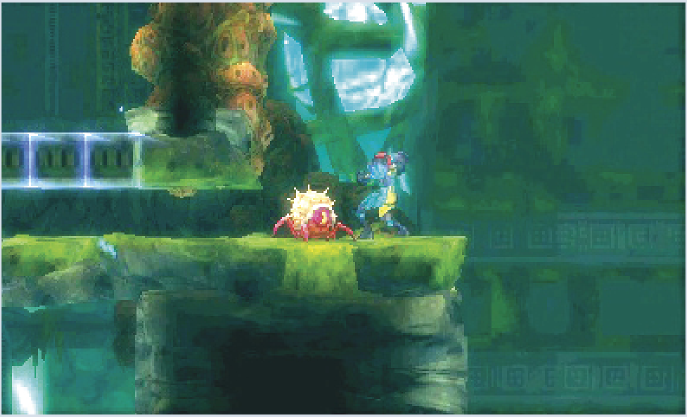
Turn right and grapple onto the grapple point directly ahead of you to reach the Energy Tank. To exit the area, grapple onto the grapple point farther to the right and ascend along the right side of the room.

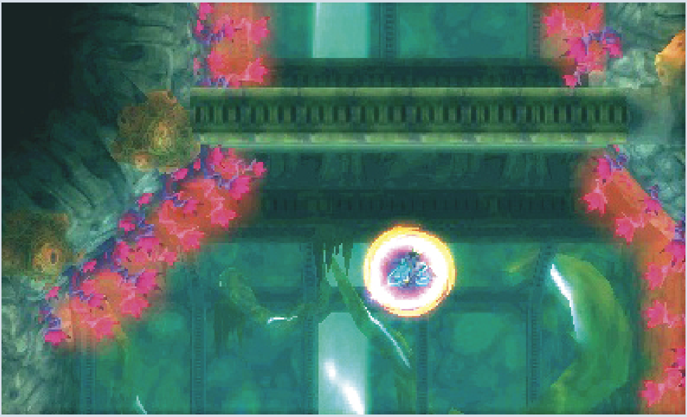
MISSILE TANK M-45

You find Missile Tank M-45 in the upper-left corner of Area 5. Space Jump along the ceiling like you did for Super Missile Tank S-8 while making your way left. Turn on your Scan Pulse near the upper-left corner to locate a Bomb Block embedded in the wall. Destroying this Bomb Block reveals the Missile Tank.



MISSILE TANK M-46

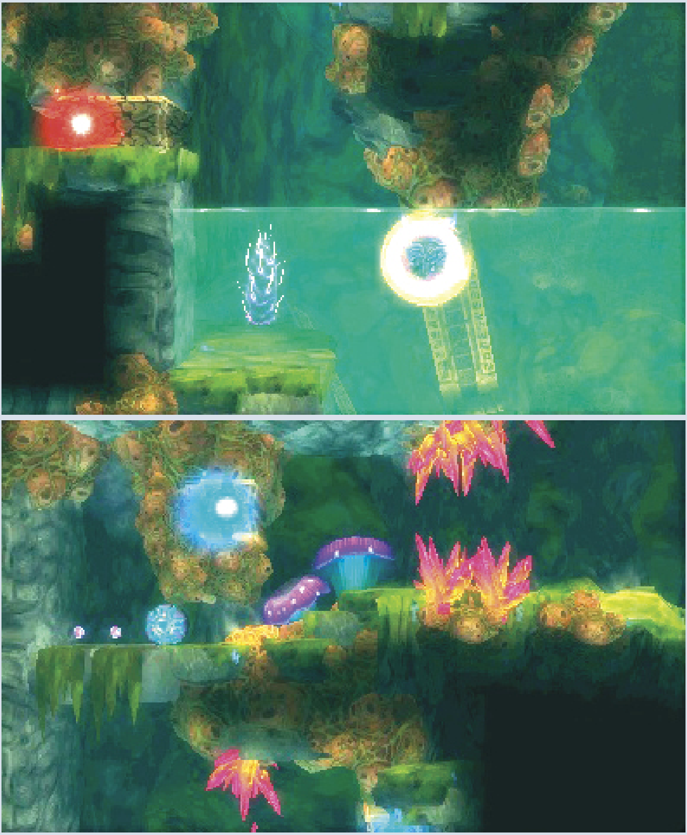




Drop straight down off the ledge where you grabbed Missile Tank M-45 to find a small fork in the corridor's bottom half.

Drop farther down from here until you find another opening in the left wall. Enter it and Space Jump through the Blocks above. You find the Missile Tank sitting on a ledge to the right shortly after destroying your first set of Screw Attack Blocks.

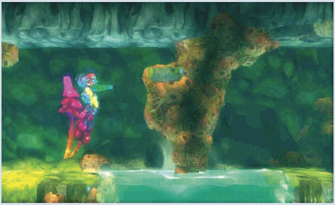
SUPER MISSILE TANK S-9



After grabbing Missile Tank M-46, drop to the very bottom of the corridor and proceed left and up the passage ahead.

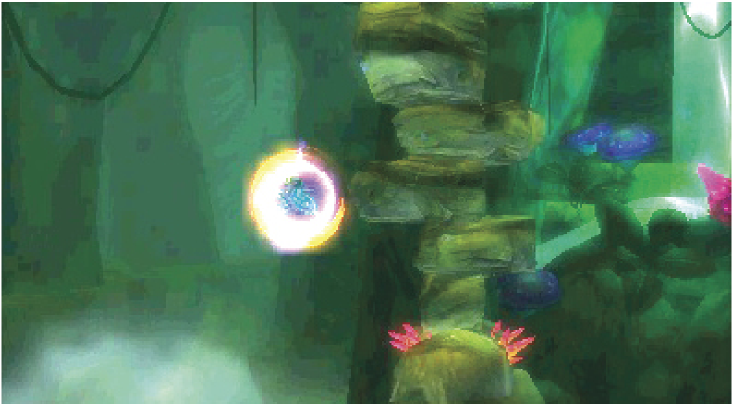
Destroy the Blob Thrower and grapple onto the grapple point beyond the rows of spiky crystals. Roll under the grapple point's wall and plant Bombs on the Blocks to the left.

Continue following the path until you reach a pool of water. DO NOT drop into the pool—it's lined with Pit Blocks that force you all the way back around should you fall through. Instead, jump and grab on to the ledge on the coral-like formation jutting out of the ceiling.



Spider Ball around the formation and across the ceiling, and don't let go until the Super Missile Tank is directly below you.

To get back on the path toward the next Metroid, climb up to the Teleport Station on the left side of the corridor's upper half. Use it to teleport to the station almost in the dead center of Area 5. From here, head straight to the right to reach the bottom of the elevator mentioned after the Metroid 31/40 fight.

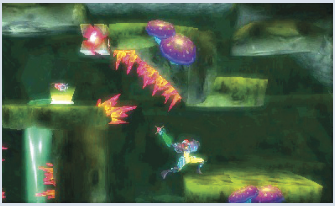


Take the door to the right of the elevator. This next room is large, but the path through is simple. Get to the door on the right side, destroy the Gryncore on it, and head on through.

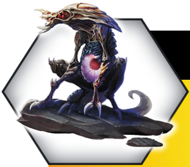
Space Jump straight to the right side of this next room and don't stop, even when you see a wall ahead. The walls that line the center of this room are made up of Screw Attack Blocks, so keep Space Jumping to tear through them. The next Metroid is past the door on the right side of the room.

MISSILE TANK M-47

In the center of ⑪'s room, you find an opening. Climb to the top of it to see Missile Tank M-47. Getting it requires a few more steps. Stand on the left side of the platform below and to the right of the tank. Free Aim up and to the left at the Block at the end of the landing above. Fire a missile at that Block, quickly jump onto the right side of the landing, and roll to the opening you created by destroying the Block. The Missile Tank is now yours.



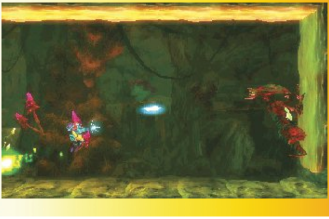
To exit this area, roll to the left of where the Missile Tank was and plant a Bomb to create a hole leading back down to the main area of this room.

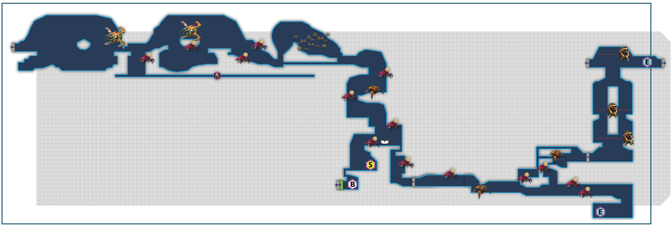


ZETA METROID

32/40

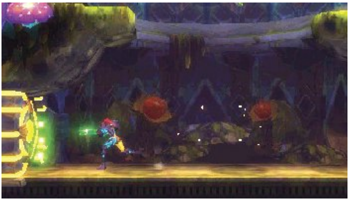
Use your Super Missiles carefully, and watch out for those counterable attacks. Pull the Zeta off the ceiling when the red light appears, and use Phase Drift to dodge its attacks. There are only eight Metroids remaining after this one, so don't delay!



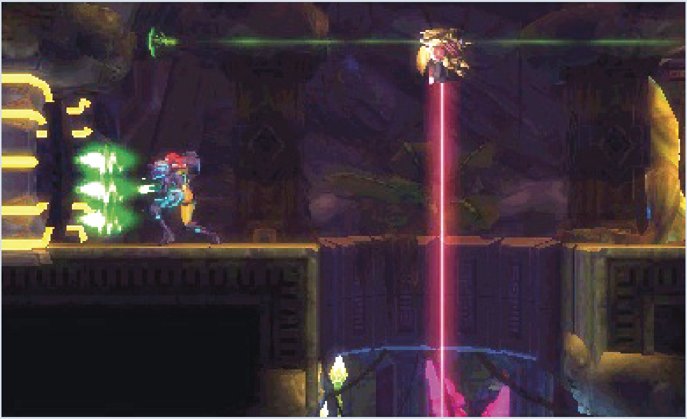


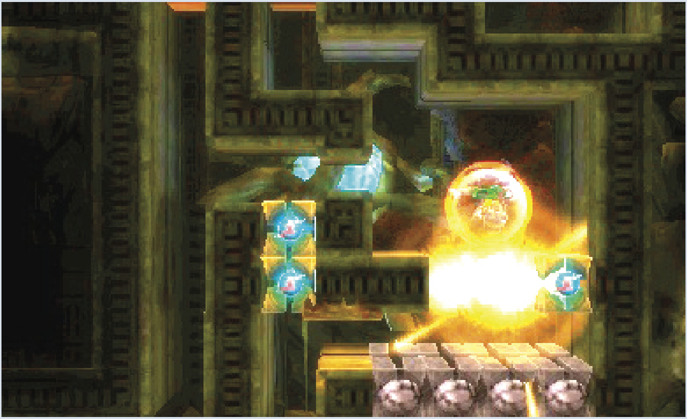
⑫ Two more Metroids remain in Area 5, both on the west side. Reach the first one by backtracking to the elevator you took from the giant room in the upper half of the area. Make your way down to the door in the bottom-left corner of the elevator room and head through.

There are only eight Metroids remaining after this one, so don't delay!



MISSILE TANK M-48



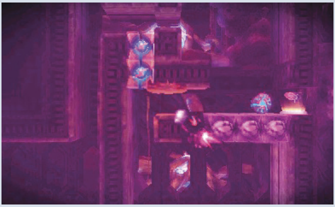


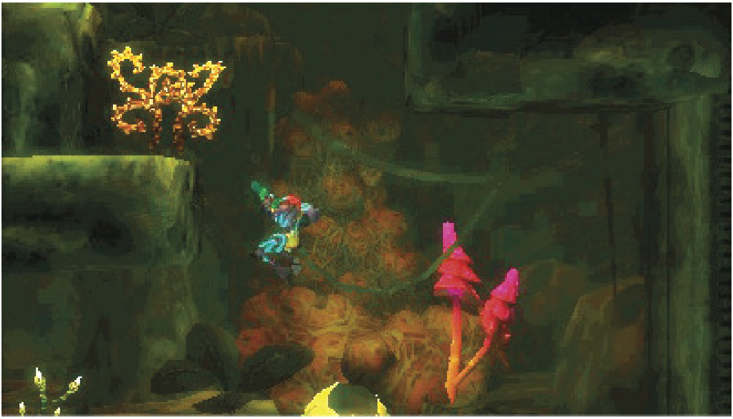
Instead of going to the door in the bottom-left corner of the elevator room, take the door in the top-left corner.

Drop down and head to the door in the bottom-right corner of this next room. Pull the Pull Block in the center from the right side if it's not there already.

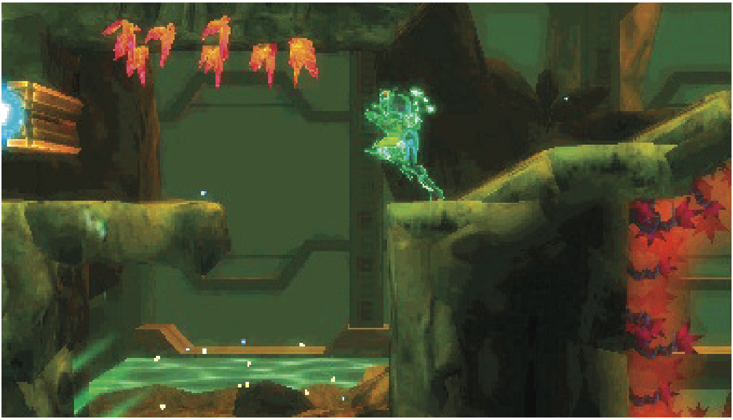
Drop into the alcove below and Screw Attack into the floor (Space Jump and fall). You destroy the Screw Attack Blocks that make up the floor and fall through Pit Blocks into the alcove at the bottom-right corner of the room.

Climb onto the handhold on the alcove's left side and activate Phase Drift. Roll to the right wall and Spider Ball onto it. Plant a Bomb on the Block on the right wall just above the Pit Block bridge you crossed. Find the Missile Tank inside that Block.





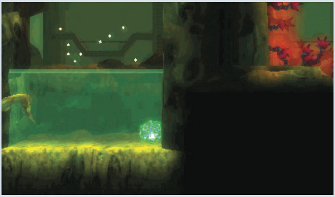
Take the door at the left end of this next room. Climb up the first passage, then proceed through the passage above it. Carefully Space Jump between rows of spike crystals lining the walls to progress.

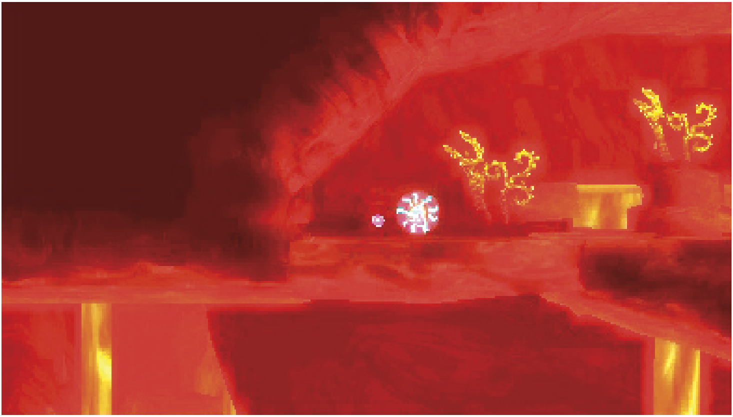


Once you successfully maneuver between the spikes, continue left to eventually reach a grapple point on the left end of the room. Use it to safely cross the gap without hitting the crystal spikes on the ceiling.

MISSILE TANK M-49

Drop into the pool of water below the grapple point on the left end of the room, then plant a Bomb at the base of the right wall. This opens a long passage with Missile Tank M-49 at the end.





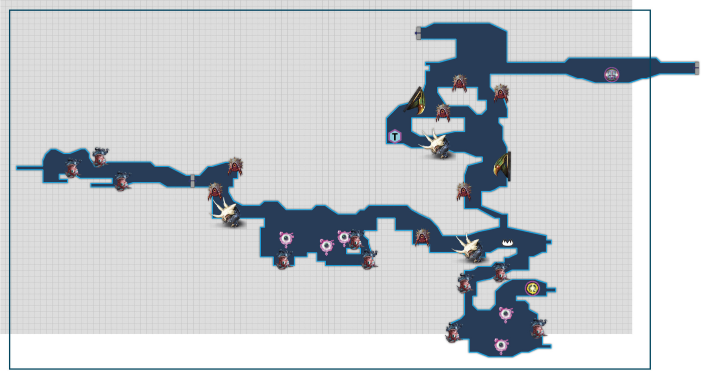
The next room is lined floor to ceiling with red plants and crystal spikes. To avoid taking damage, carefully Space Jump to the left side without touching either hazard. Once on the room's other side, head through the door.

Follow the path up, then left, and bomb the floor at the base of the left wall. Drop into the opening to find the next Metroid.

EVOLVED GAMMA METROID

33/40

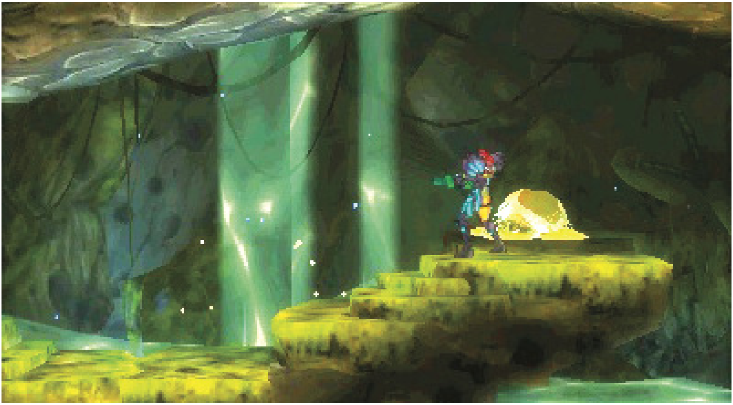
You land on a platform near the center of the chamber, which is arguably the best position to fight from. Make careful use of your Super Missiles and land a charged Ice Beam shot on the Gamma's core to speed up the fight.



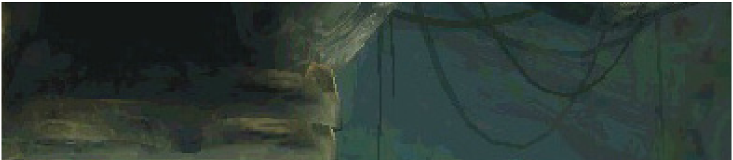
⑬ There's one Metroid left in this area—and only seven left on SR388, according to the Metroid Radar. Your destination isn't far, so don't waste time.

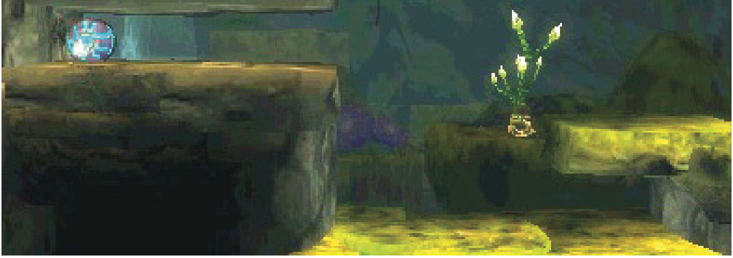
Exit the Metroid's chamber and backtrack to the bottom of the large room with a Save Station. Instead of taking the right door, which is the way you entered this room in the first place, go left of the Save Station to find a Gryncore-covered door. Destroy the Gryncore and head through—you find an elevator ahead.

A quick Scan Pulse after using the elevator shows a Teleport Station directly below. Activate it on your way down the room.



This room isn't as straightforward as most others in Area 5, but if you set yourself toward a location in here, you'll find it with ease. Hug the left wall as much as you're able while descending to eventually reach the Teleport Station. Once you activate it, continue down until you arrive at a fork with the path branching to the left and downward.

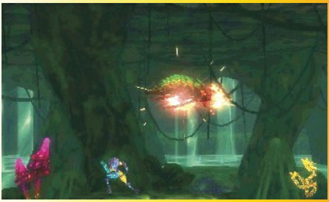




Turn left at the fork and make your way to the door on the left side of the room. At the left end of the hall-like room ahead, place a Bomb inside the Morph Ball passage embedded in the wall. Area 5's final Metroid is just beyond that passage.

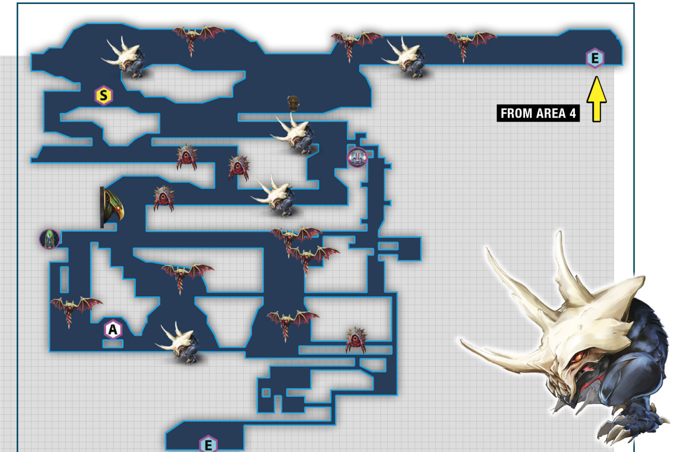
EVOLVEDGAMMA METROID

34/40

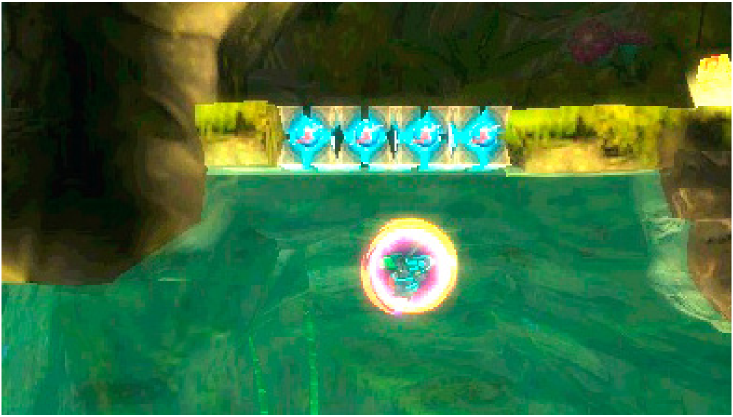


What a way to wrap up the Metroid fights for this area. You've had to challenge several Zetas, but the last two Metroids are Gammas. It would seem that the planet is giving you a bit of a break.

The platform in the chamber's center is tiered, so stay at its highest point. Drop off either side for a quick escape from the explosive Electric Pulse or floor-engulfing Giant Electric Mine attack, then jump back up. It's a pretty good room for a Gamma fight, compared to some of the places you've been before.



⑭ With the Gamma's defeat, it's time to head back to the Chozo Seal. Exit the Metroid's chamber, then traverse the hall following it. You should now be in the Teleport Station room. Continue to the right until you reach the fork from earlier. This time, go down.

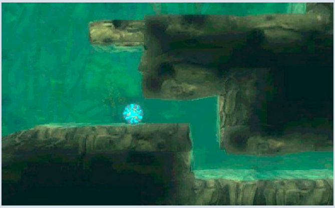


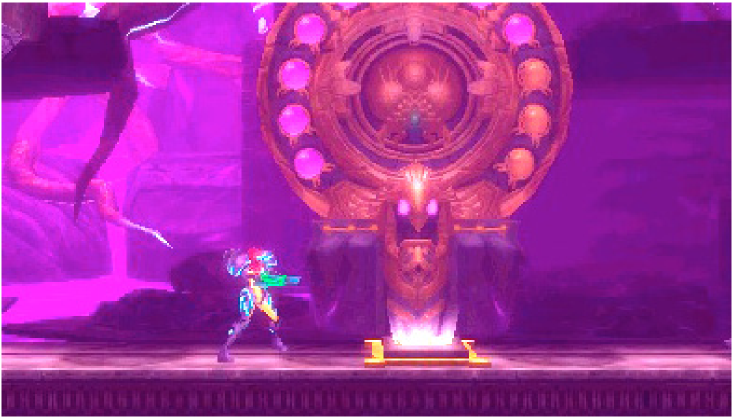
Head to the bottom of the room, move toward the middle, then Space Jump straight up to punch through the ceiling and into an alcove housing Aeion Tank A-8. Grab it, then destroy the Pull Block to the right and crawl through the passage it was blocking.

Climb up the passage and bomb the Block on the right. You pop out next to the Save Station in ③'s room. From here, continue back to the Chozo Seal. You can find a Missile Tank in the following room, but it requires going off the beaten path.

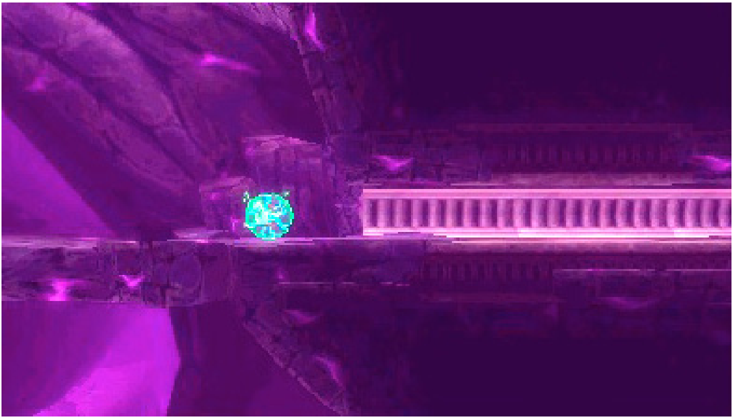
MISSILE TANK M-50

In the room to the right of the one from ③, drop into the water and get to the center of the floor. There's a Morph Ball passage on your right. Roll in and follow it to a dead end. Jump straight up between the spikes, pull yourself up, and roll to the left to find Missile Tank M-50.



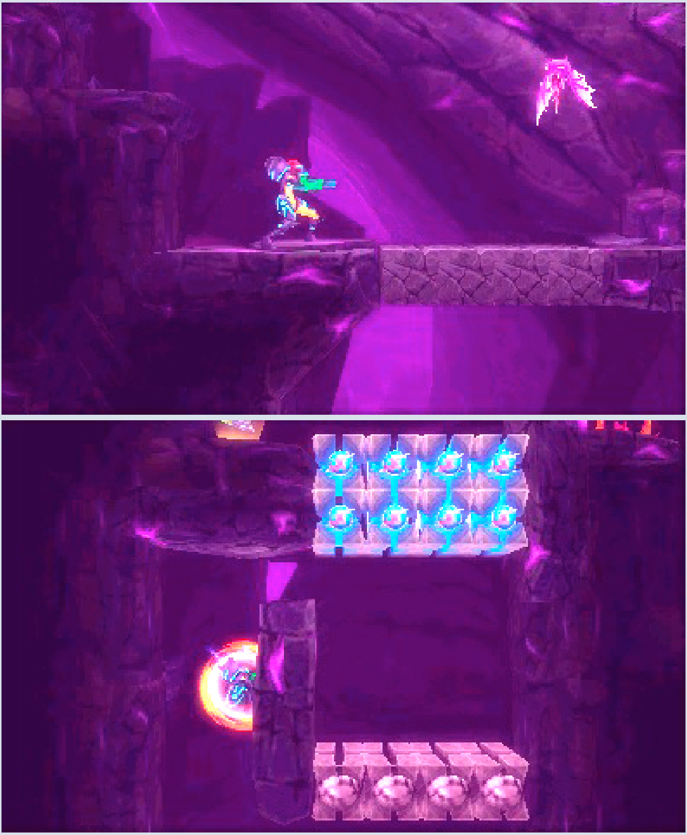


Back at the Chozo Seal, insert the Metroid DNA to lower the purple liquid level.



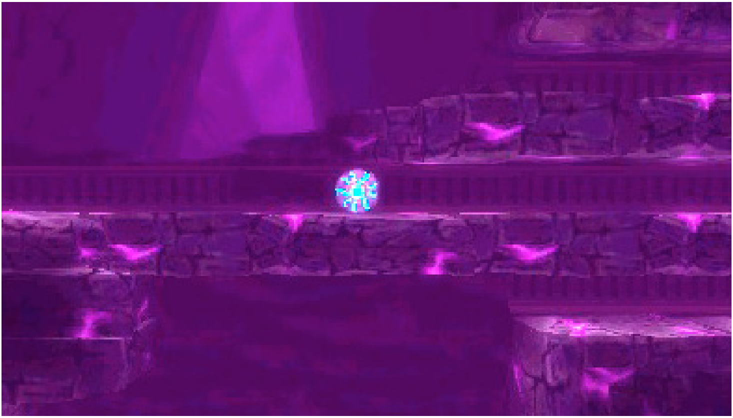
Drop down the opening to the left of the seal and head right. Drop down the shaft ahead, then make your way left and drop down the next opening all the way until it ends. Turn right and roll into the Morph Ball passage ahead.

SUPER MISSILE TANK S-10

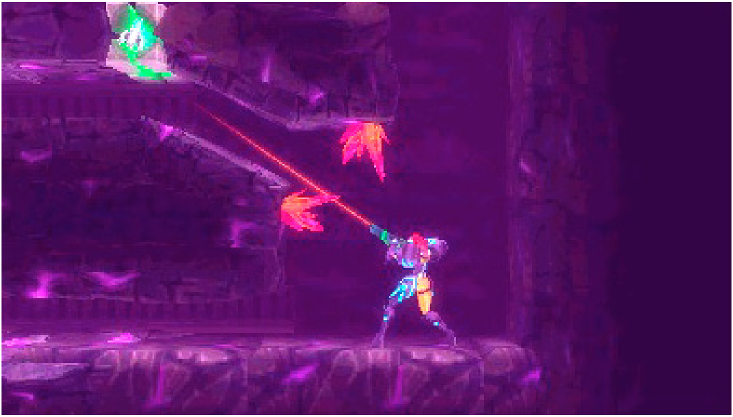


The floor before the Morph Ball passage below the tunnel of spikes and red plants is made up of Blocks. Either shoot or Screw Attack through them, then proceed left.

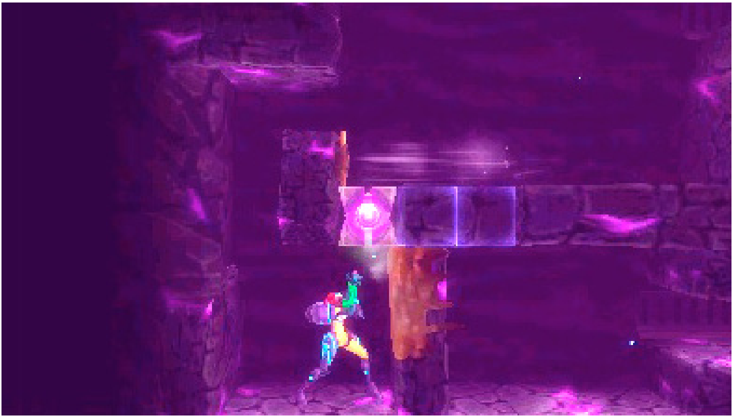
Hug the left wall and Space Jump up to the opening above. The Blocks inside and above the alcove are Screw Attack Blocks, but those below are Pit Blocks. Turn on your Phase Drift, roll out onto the Pit Blocks, then Screw Attack through the alcove's ceiling. That's where you find Super Missile Tank S-10.



Bomb the Block at the end of the Morph Ball passage to open a path to the room’s lower level. Head left and exit the passage, then drop down and enter the next Morph Ball passage on the right.



Travel all the way to the end of the passage and drop into the alcove below. Spot two sets of spikes blocking a diagonal passage. If you Free Aim at the Block at the top of the slope and fire a Super Missile, you open another path.



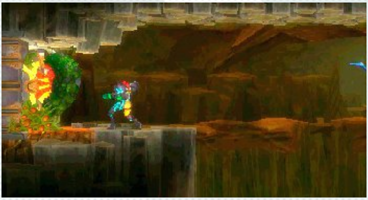
Drop into that path and head left. When you reach the anti-Bomb fan at the path's end, drop into the alcove below it. The Blocks beneath the fan are Bomb Blocks. Spring Ball and plant a Bomb under the Block in the alcove's top-right corner, then repeat the process for the next two Blocks to enter the alcove on the right.

Enter the Morph Ball passage, roll to the right, drop down, and roll left to find the elevator to Area 6.

CLEANUP

This Cleanup is massive. There are 15 total item tanks now available with your current equipment, so if you're interested in a slew of new Super Missile Tanks and an increased Aeion Energy bar, read on.

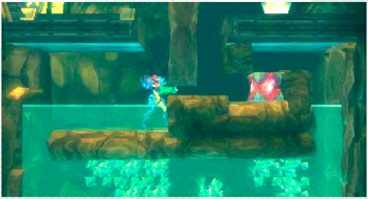
Surface: Super Missile Tank S-11



Teleport to the eastern station on the Surface, then head to the Gryncore-covered door on the far-west side. The Surface is an easy area to navigate, so the trek is simple and quick. Find Super Missile Tank S-11 right behind that Gryncore-covered door.

Area 1: Aeion Tank A-9

From the Teleport Station in Area 1, head left out into the tall corridor, then drop down to the passage in the bottom-left corner. Traverse the passage to the left and through the one in the following room's top-left corner. Spot a Gryncore-covered door below you as you make your way left. Stop and shoot through the floor to destroy it and open the door, then go left and through the door from its opposite end.

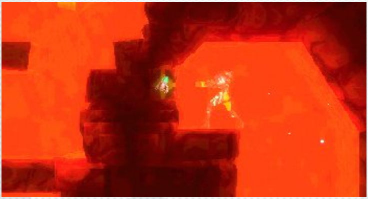


Drop down after entering the room and stand in front of the small opening in the right wall. The Block directly ahead is a Missile Block.

To reach the tank, you must destroy the Block, then quickly navigate around the bottom of the room and through the opening you created by destroying the Block. There isn't enough time—not without Phase Drift. So activate the ability, destroy the Block, make your way around, and the Aeion Tank is yours for the taking.

Area 1: Super Missile Tank S-12

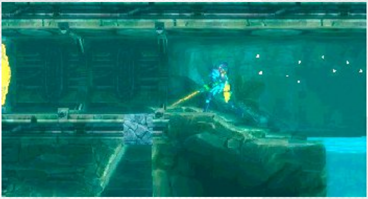
Super Missile Tank S-12 is in a room directly to the left of Aeion Tank A-9. Head through the Charge Door to the left of the door you entered the Aeion Tank's room from.



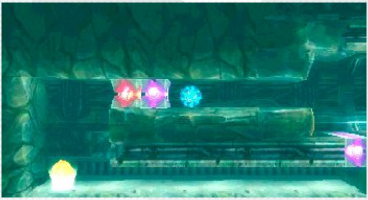
Drop all the way to the bottom of the lava pool, then Space Jump up the right passage. Land on the platform at the top-left side, then shoot a Super Missile at the Block directly to the left to reveal the Super Missile Tank.

Area 2: Aeion Tank A-10

Teleport to the station near the lower-center region of Area 2—it's the station second from the right.



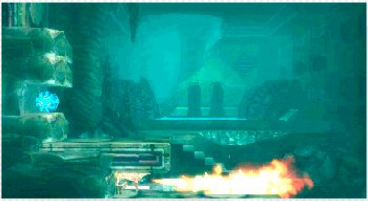
Exit the Teleport Station's alcove, drop all the way to the bottom of the corridor, and get to the door on the left. Don't enter yet! A Block slightly to the right of it leads to a Gryncore-covered door in an alcove below.



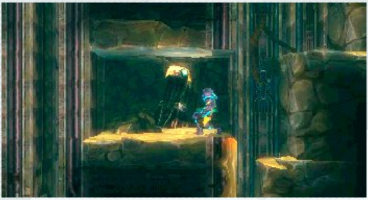
Head to the end of the Morph Ball passage in the next room and place a Bomb.

Roll back out of the passage immediately after planting the Bomb, then fire a missile at the Block behind it. This has to be done very quickly, so consider using your Phase Drift to make it easier.

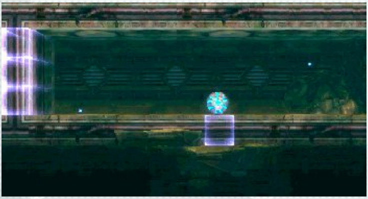
Area 2: Super Missile Tank S-13



From the Teleport Station second from the right in Area 2, head up to the top-left corner of the corridor and place a Bomb in the small opening in the left wall, above the Wallfire. Continue through the door in the top-left corner of the following room.

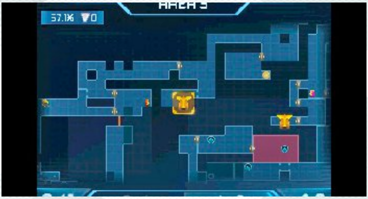


Space Jump up the passage while hugging the left wall, and your Screw Attack tears through some Screw Attack Blocks embedded there.

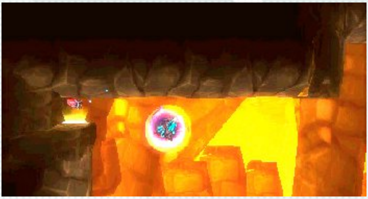


Screw Attack through the next two walls, then place a Bomb in the middle of the floor to reveal the Super Missile Tank.

Area 3: Missile Tank M-52

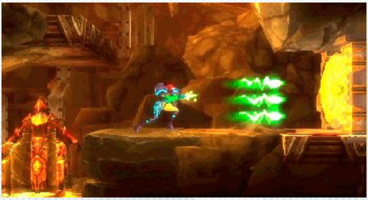


Teleport to the station in the upper-left corner of Area 3 (under ③ on our map). Exit the Teleport Station room, then Space Jump straight up to the ceiling of the larger room outside.

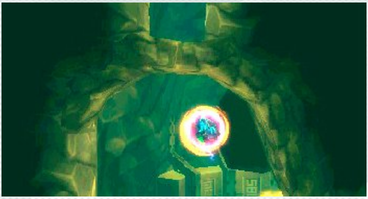


You find Missile Tank M-52 in the ceiling almost directly above the entrance to the Teleport Station room.

Area 3: Missile Tank M-53

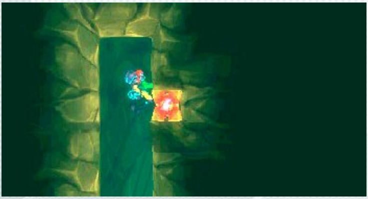


From the easternmost Teleport Station in Area 3, take the door on the right.



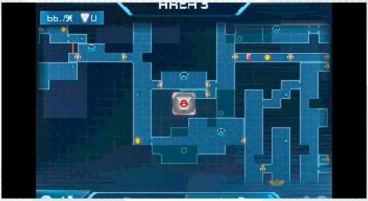
Climb to the top of the corridor, then Space Jump up to the tip. Screw Attack through the Blocks above and Space Jump all the way up this new passage. The Missile Tank is in the wall, so you need to uncover it. To do this, Space Jump until the Screw Attack Blocks below reform.

At that point, break out of the Screw Attack (firing your weapon or entering the Morph Ball does the trick), land on the Blocks, then Spider Ball your way up the passage.

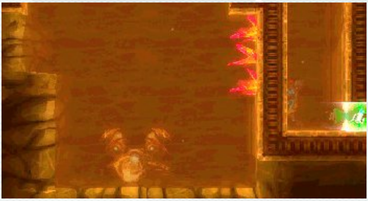


Once you're standing safely on the Screw Attack Blocks, activate your Scan Pulse to highlight the Block that needs destroying. Jump up and shoot it with a missile to reveal the Missile Tank.

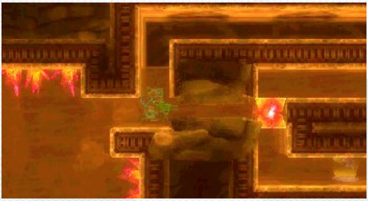
Area 3: Super Missile Tank S-14



Teleport to the western station (the one just below ⑬ on our map, but above ⑰). Exit the Teleport Station and head through the door above and to the left, then make your way to the tall corridor.

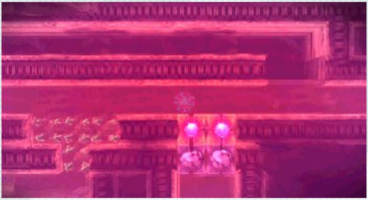


Drop to the bottom of the corridor and jump onto the ledge above the wall of spikes. Drop into the alcove on the right and shoot a Super Missile at the Block at the base of the right wall.



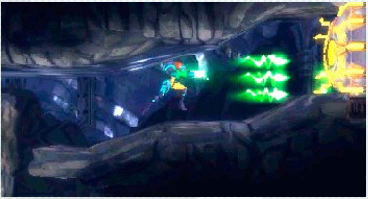
Carefully Space Jump up to the ledge on the right between the two sets of spikes.

Before jumping up to the upper Morph Ball passage, kneel and face right. The Block directly ahead is a Missile Block; it might be hard to see, but there's an opening in the wall leading right to it. Turn on your Phase Drift, shoot a missile at that Block, and then quickly traverse the Morph Ball passage to reach the Super Missile Tank.

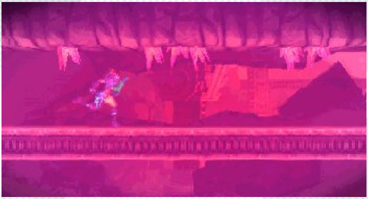


If you make a mistake, bomb the Blocks slightly to the right of the crystal formation to fall through some Pit Blocks down to the bottom of the room, where you can start over.

Area 3: Super Missile Tank S-15



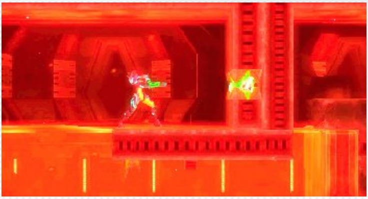
Teleport to the southernmost station, enter the corridor on the right, climb to the very top, and take the door on the right.



To reach Super Missile Tank S-15, jump onto the platform lining the room's center. Turn on Phase Drift and race to the right side. The Super Missile Tank is hidden inside the Block directly to the left of the Pull Block.

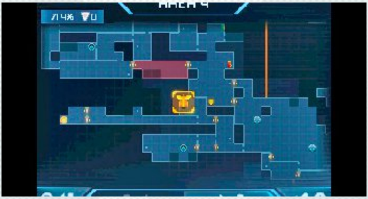
Area 3: Super Missile Tank S-16

After grabbing Super Missile Tank S-15, use the elevator above, then head right and enter the high-temperature area. Wrap around this area and enter the Metroid's chamber (marked by the Metroid icon on our map). Drop into the lava pool on the left and approach the wall ahead. There's a small opening with a Pull Block on the other side. Pull the Pull Block, then jump through the opening it was obstructing.

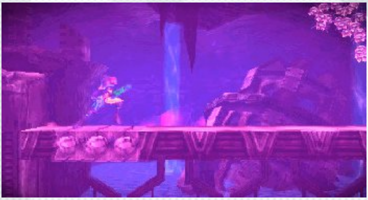


Jump up onto the platform ahead and face the right wall. The Block directly ahead is a Super Missile Block. Destroy it to reveal Super Missile Tank S-16.

Area 4: Super Missile Tank S-17



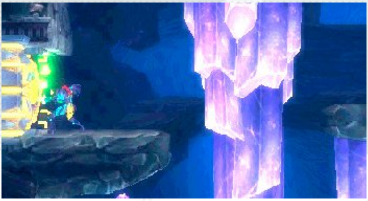
Teleport to the easternmost station in Area 4. Jump up through the opening just outside and above the Teleport Station's alcove, then climb to the top of the following corridor. You find a Gryncore-covered door in the top-right corner. Destroy it and enter the next room.



The platform ahead is made up of Pit Blocks. Turn on your Phase Drift, then run across them to the right. Jump up and grab on to the small handhold below the right set of spikes.

While hanging, Free Aim upward and press the Fire button as soon as your laser turns blue. You're pulled up to the Super Missile Tank's location.

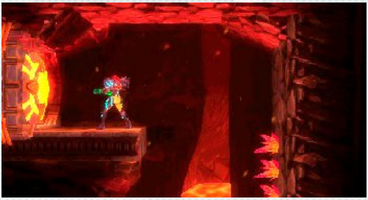
Area 4: Missile Tank M-54



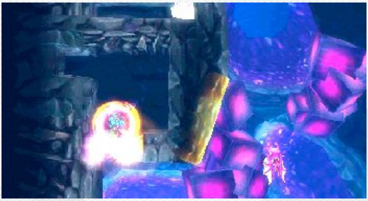
Teleport to the western station in Area 4. Exit through the Morph Ball passage to the right and climb to the door on the left side of the corridor, above the Ammo Recharge Station.

Drop into the lava in this next room, make your way left, then carefully Space Jump up the corridor to find the Missile Tank.

Area 4: Energy Tank E-7



After grabbing Missile Tank M-54 from the high-temperature room, head through the door on the left.

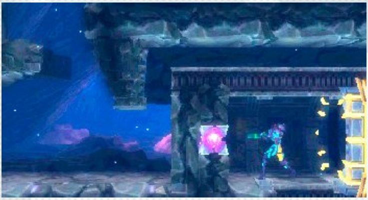


Drop down the corridor to see the Energy Tank in the wall. To reach it, drop below the yellow goo-covered wall, then Screw Attack through the ceiling below it. Crawl into the small opening on the left and plant a Bomb, which blows up the Block to the right, giving you an opening up to the Energy Tank.

Area 4: Super Missile Tank S-18

From the eastern Teleport Station in Area 4, exit through the small Morph Ball passage on the right and drop to the floor below.

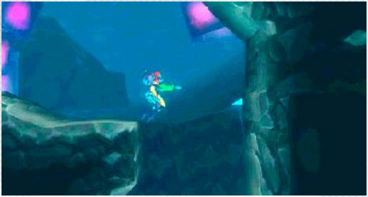
Continue to the right to see a door blocked off by a wall. The Super Missile Tank is in that wall. To reach the tank, activate Phase Drift, shoot the door through the wall, then quickly climb through the Morph Ball passage above.



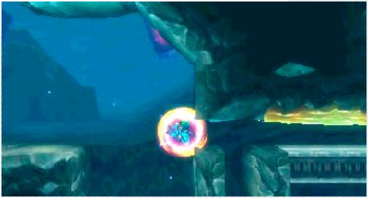
Once you're inside the alcove, plant a Bomb next to the center Block in the left wall to reveal Super Missile Tank S-18.

Area 4: Missile Tank M-55

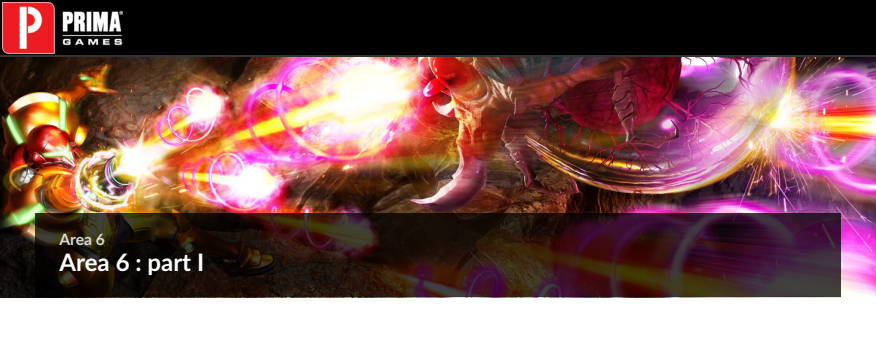
Continuing from Super Missile Tank S-18, backtrack out of this small room and take the door above it.



Continue right and drop down the passage to the level below, then head left. Drop halfway down the large opening to the right of the room's center. Stand at the tip of the platform and fire directly to the right to reveal a passage. Enter the passage and hop onto the rock formation to the right, but stop short of rolling onto the steel platform. That platform is made up of Pit Blocks, so activate your Phase Drift before moving forward.

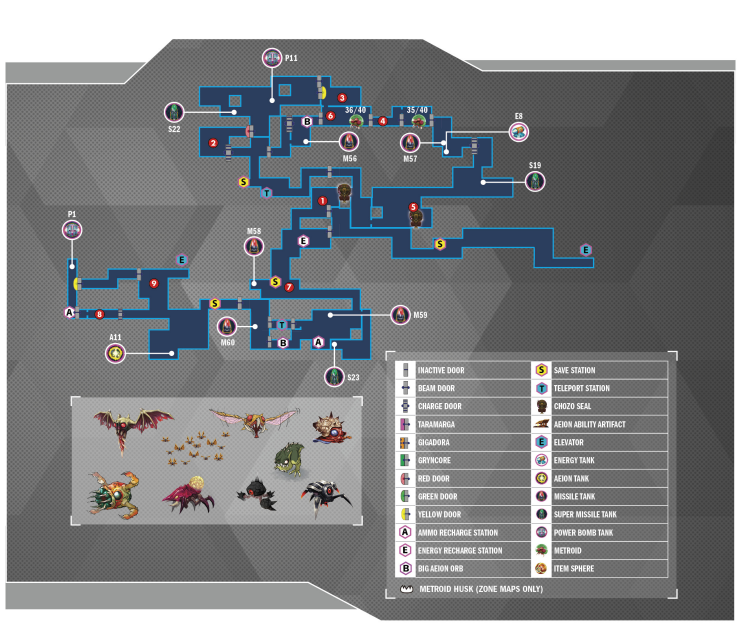


As soon as you reach the Block at the far end of the platform, plant a Bomb. You fall through the Pit Blocks even with your Phase Drift active, but that's okay. Quickly roll to the left, hop back onto the platform, and head right until you're through the hole you made. The Missile Tank is at the end of the passage.

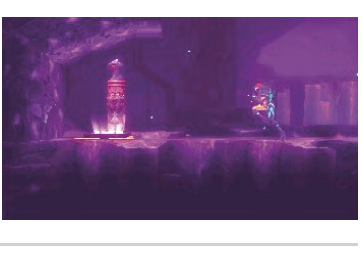


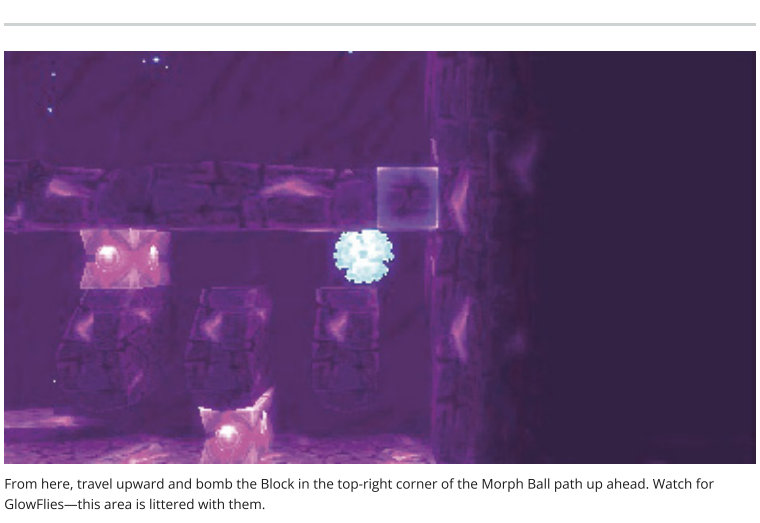
Area 6

Area 6 : part I

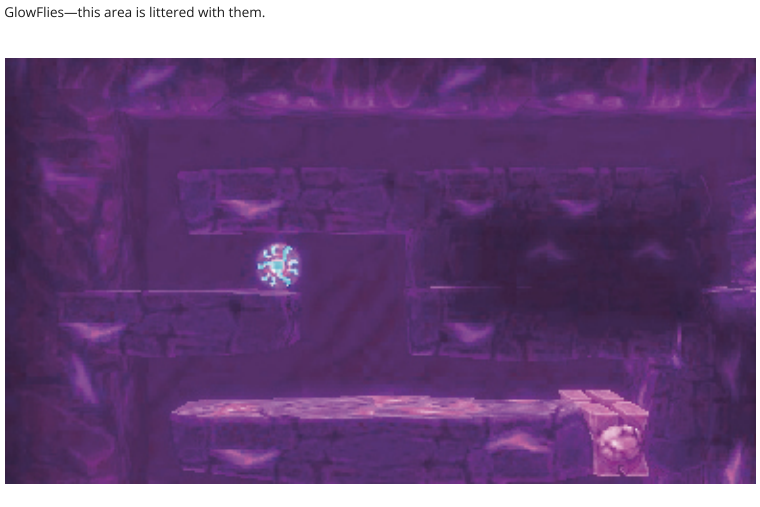


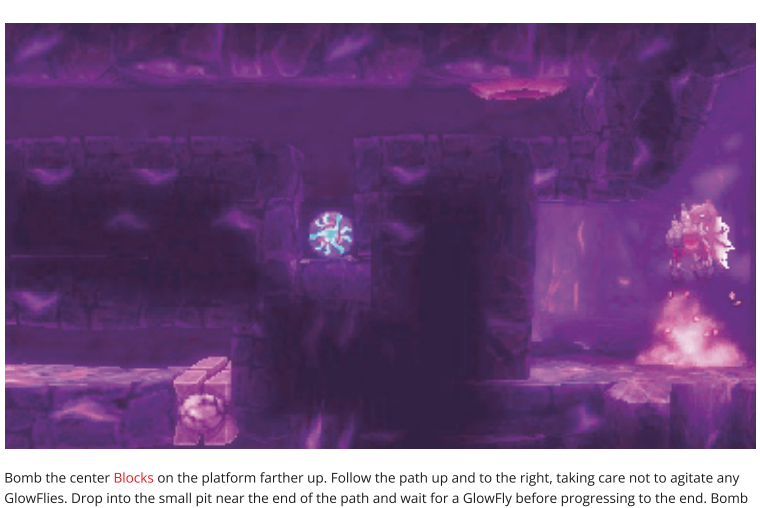
① As far as areas go, Area 6 is straightforward. There isn't anywhere to go except toward the Chozo Seal at this point. Head left until you reach the only Energy Recharge Station in the entire area.



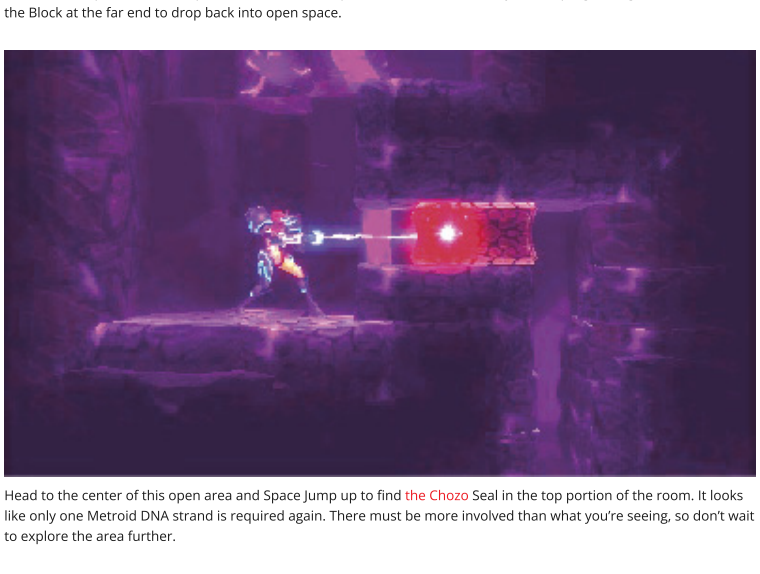


From here, travel upward and bomb the Block in the top-right corner of the Morph Ball path up ahead. Watch for GlowFlies—this area is littered with them.





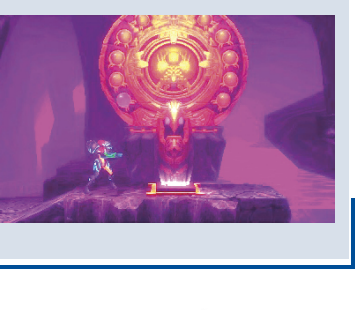
Bomb the center Blocks on the platform farther up. Follow the path up and to the right, taking care not to agitate any GlowFlies. Drop into the small pit near the end of the path and wait for a GlowFly before progressing to the end. Bomb the Block at the far end to drop back into open space.

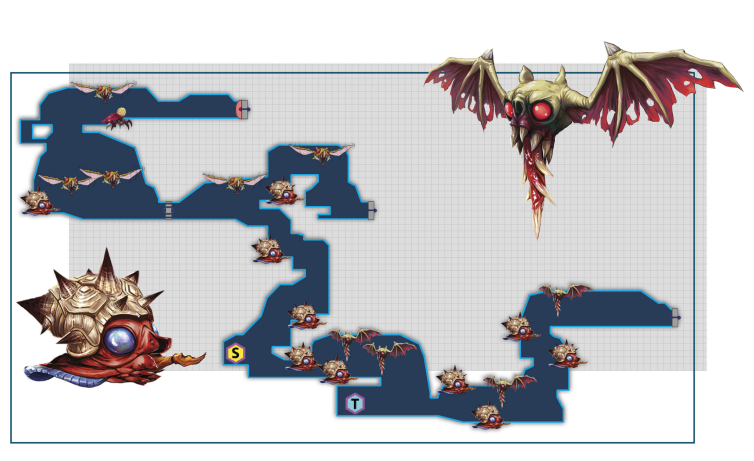


Head to the center of this open area and Space Jump up to find the Chozo Seal in the top portion of the room. It looks like only one Metroid DNA strand is required again. There must be more involved than what you're seeing, so don't wait to explore the area further.

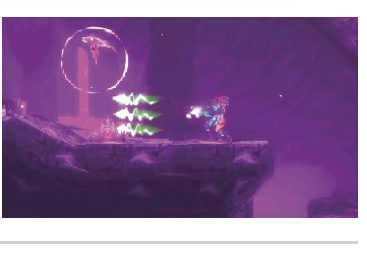
SHORTCUT UNLOCKED

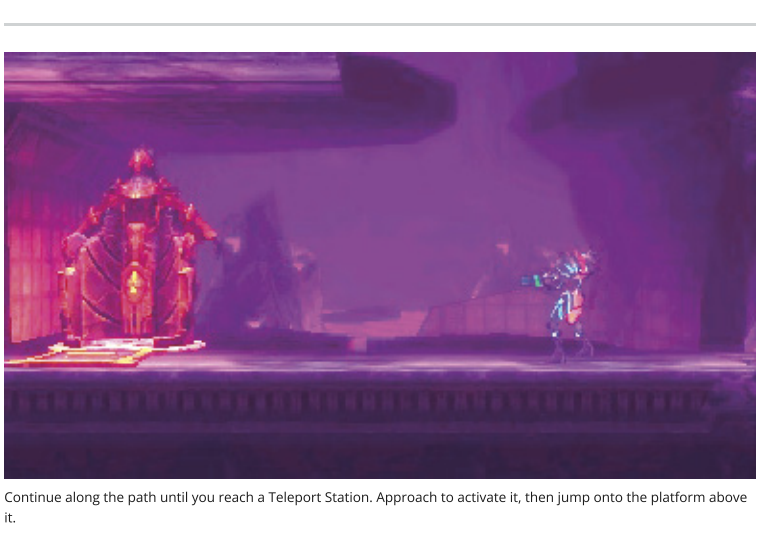
Instead of Space Jumping to the upper part of the room, take the door on the right. At the bottom of this room, find a Pull Block obstructing what should be a shortcut to the earlier part of the area. Destroy the Pull Block to gain easier access for future exploring.





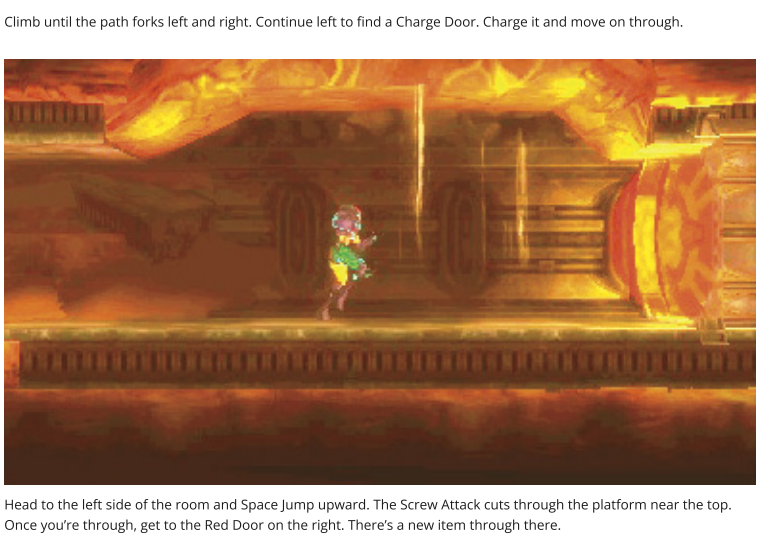
② There's no way to go but onto the right landing and around to the left, so get moving!



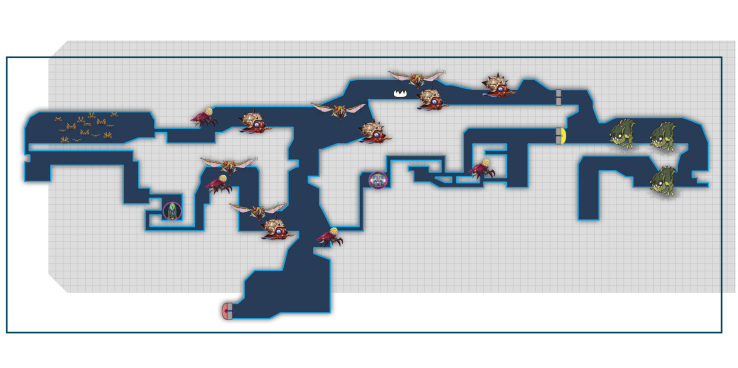


Continue along the path until you reach a Teleport Station. Approach to activate it, then jump onto the platform above it.

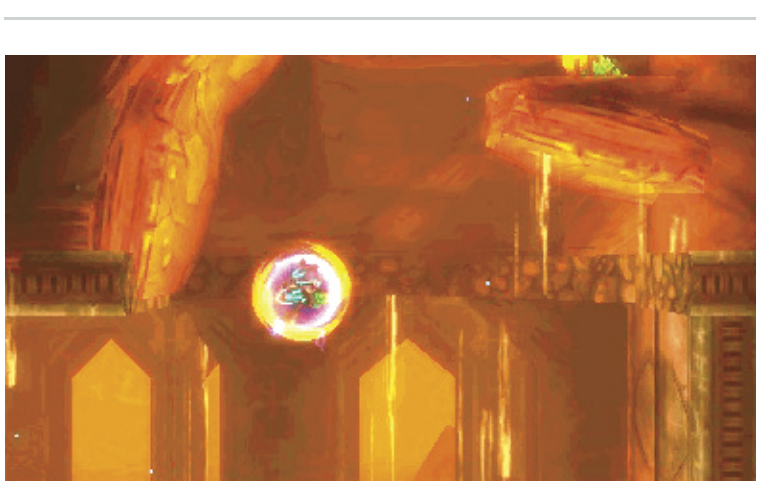
Climb until the path forks left and right. Continue left to find a Charge Door. Charge it and move on through.

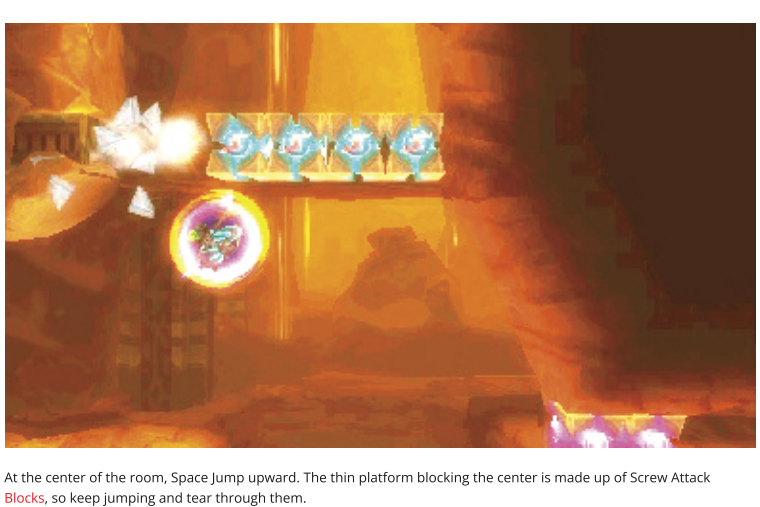


Head to the left side of the room and Space Jump upward. The Screw Attack cuts through the platform near the top. Once you're through, get to the Red Door on the right. There's a new item through there.

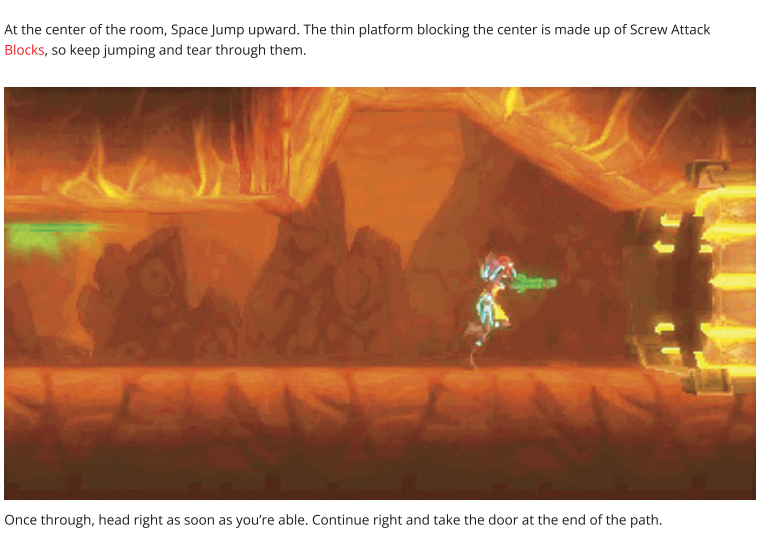


③ That dang Diggernaut took the item! There's not much you can do to get it back at the moment, so focus on this area's Metroids for now.

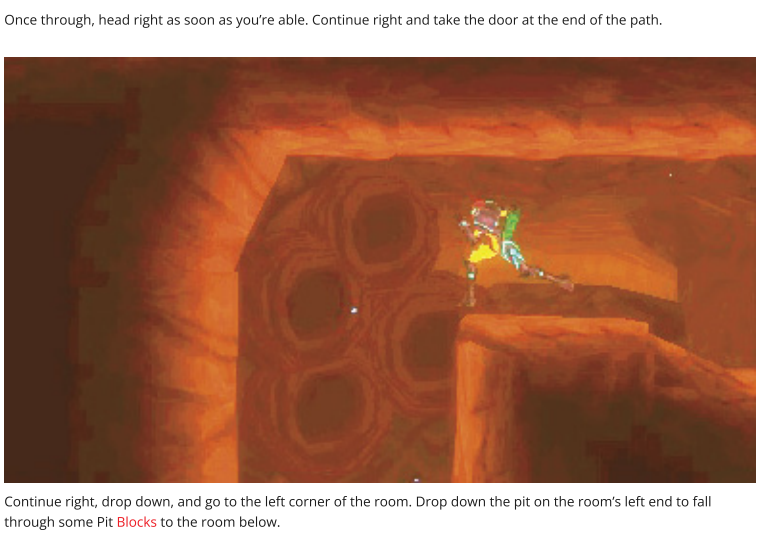




At the center of the room, Space Jump upward. The thin platform blocking the center is made up of Screw Attack Blocks, so keep jumping and tear through them.

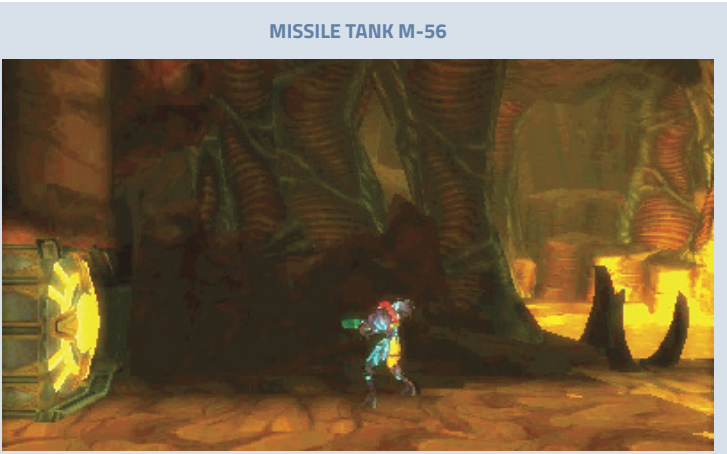


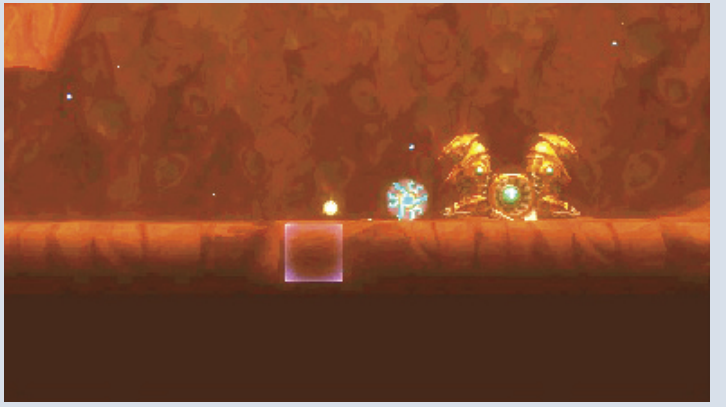
Once through, head right as soon as you're able. Continue right and take the door at the end of the path.

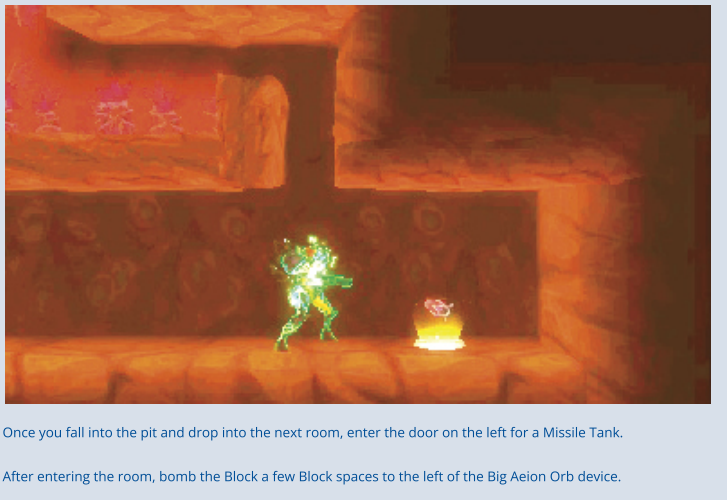


Continue right, drop down, and go to the left corner of the room. Drop down the pit on the room's left end to fall through some Pit Blocks to the room below.

MISSILE TANK M-56



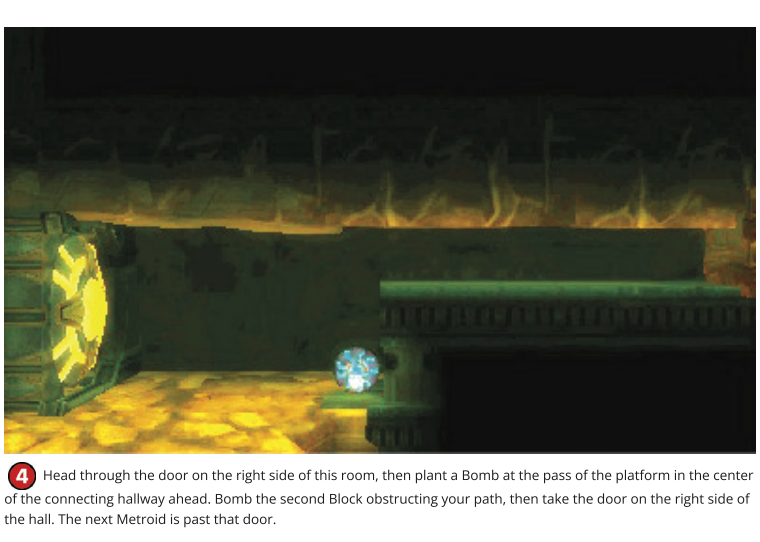




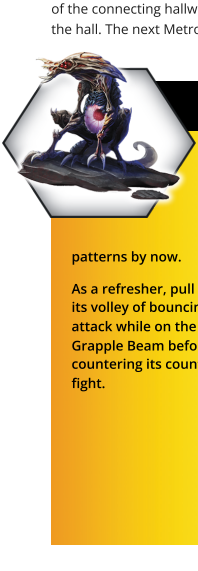
Once you fall into the pit and drop into the next room, enter the door on the left for a Missile Tank.

After entering the room, bomb the Block a few Block spaces to the left of the Big Aeion Orb device.

Drop into the hole and follow the red-plant-laden path to reach the Missile Tank.



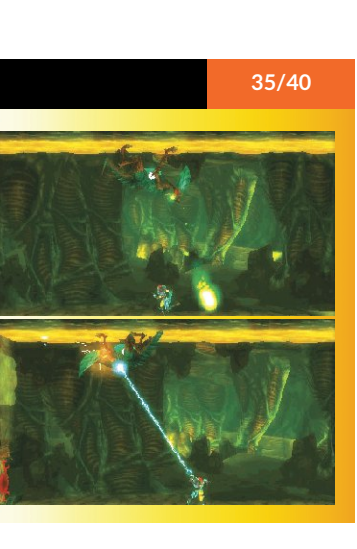
④ Head through the door on the right side of this room, then plant a Bomb at the pass of the platform in the center of the connecting hallway ahead. Bomb the second Block obstructing your path, then take the door on the right side of the hall. The next Metroid is past that door.

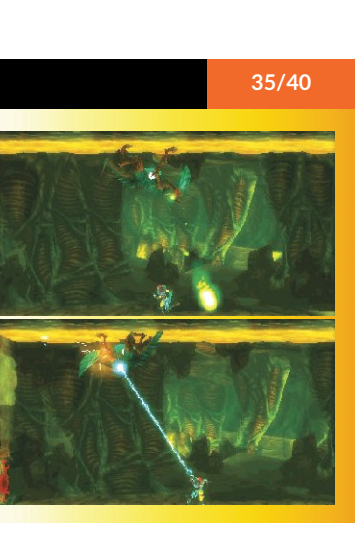


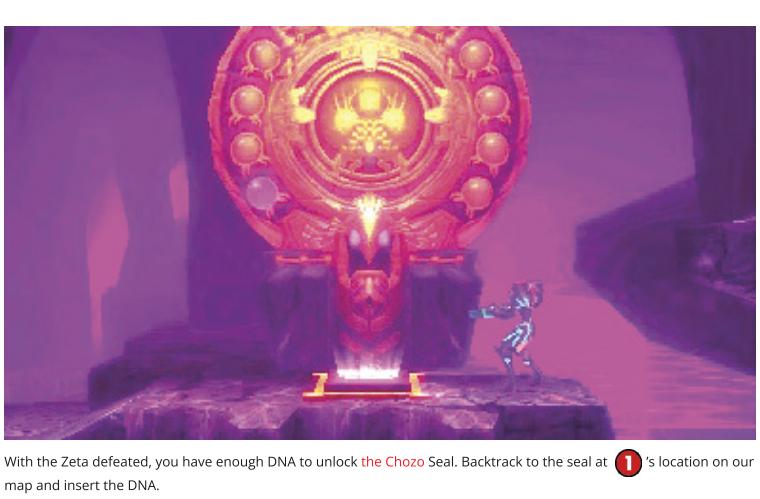
ZETA METROID 35/40

You're up against another Zeta Metroid. At this point, Zetas are likely second nature. Your first encounter may have been intimidating, but you know their patterns by now.

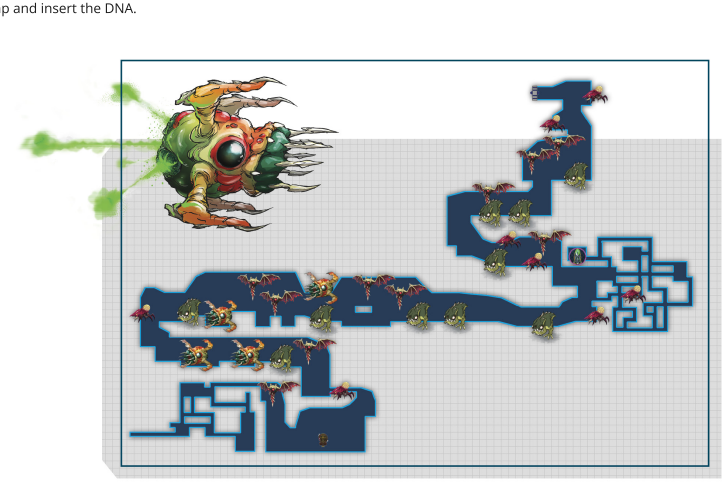
As a refresher, pull the Zeta off the ceiling after it fires its volley of bouncing projectiles. If it charges up a fire attack while on the ceiling, pull it down with the Grapple Beam before it fires. Pulling it off the wall or countering its counterable attack makes this a brisk fight.



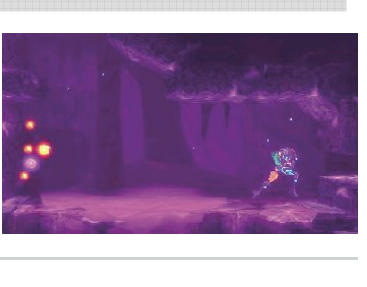


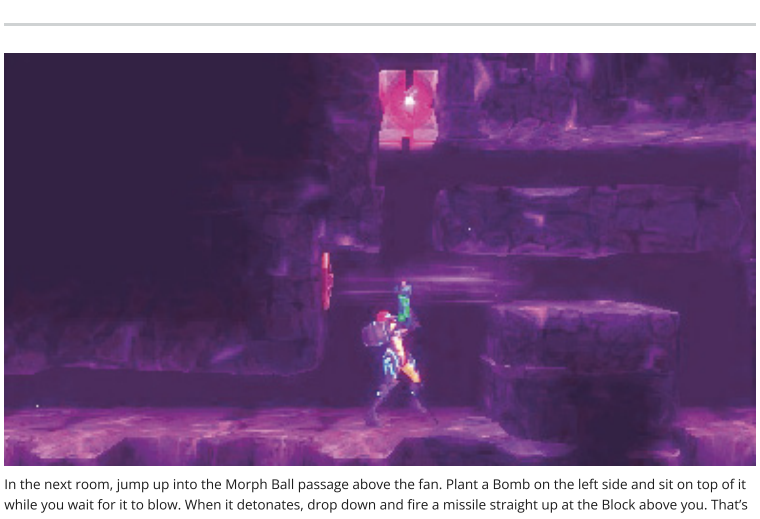


With the Zeta defeated, you have enough DNA to unlock the Chozo Seal. Backtrack to the seal at ①'s location on our map and insert the DNA.

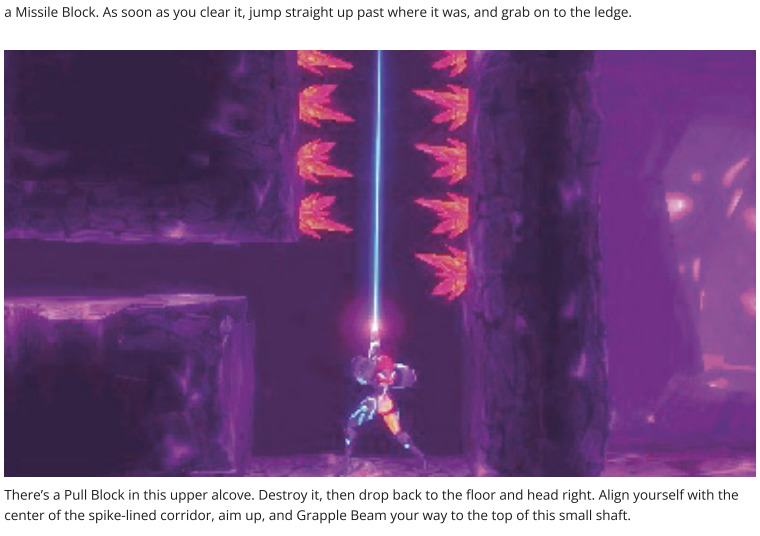


⑤ Instead of draining the purple liquid, this seal shifts it to another part of the map. The path up and to the left of the Chozo Seal is no long accessible, but a new path to the right has opened up. If you've used Scan Pulse anywhere on the right side of the map (or if you've looked at the map in this book), you may have noticed a second Chozo Seal. That seal is uncovered now, so head that way. Drop to the bottom of the right path and through the Morph Ball hole on the room's right side.

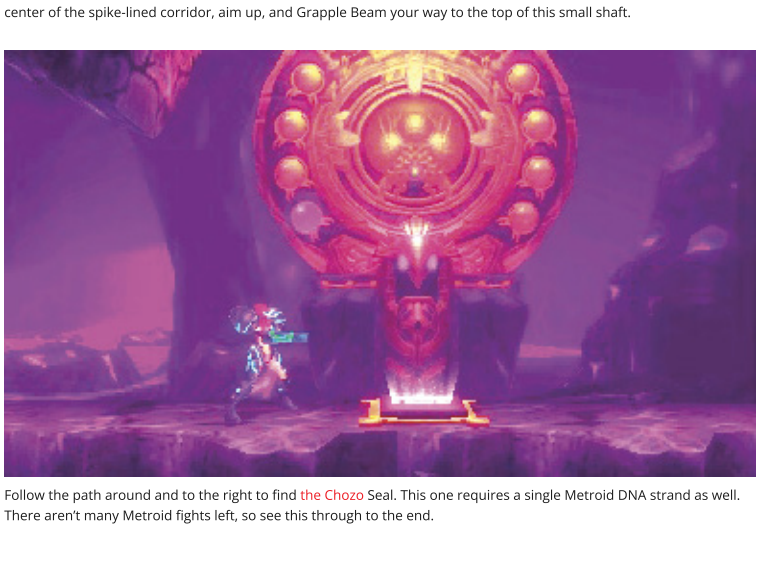




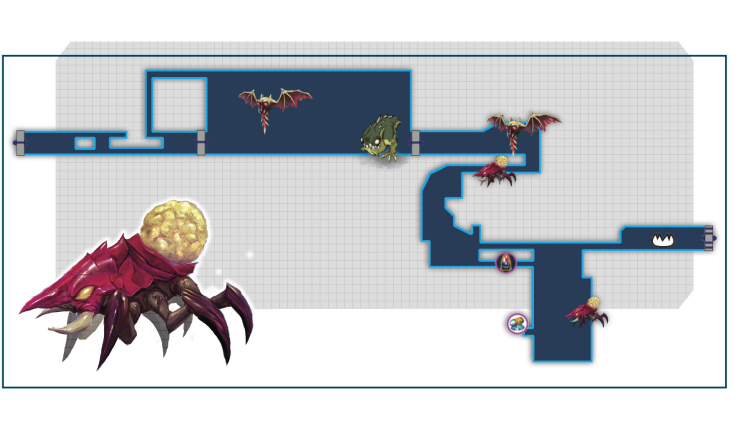
In the next room, jump up into the Morph Ball passage above the fan. Plant a Bomb on the left side and sit on top of it while you wait for it to blow. When it detonates, drop down and fire a missile straight up at the Block above you. That's a Missile Block. As soon as you clear it, jump straight up past where it was, and grab on to the ledge.



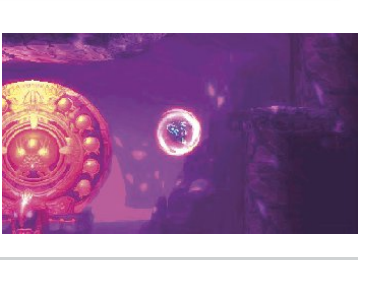
There's a Pull Block in this upper alcove. Destroy it, then drop back to the floor and head right. Align yourself with the center of the spike-lined corridor, aim up, and Grapple Beam your way to the top of this small shaft.

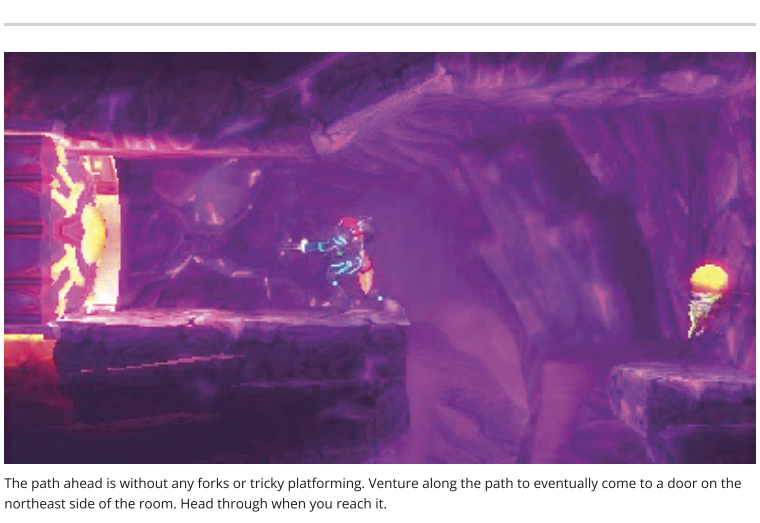


Follow the path around and to the right to find the Chozo Seal. This one requires a single Metroid DNA strand as well. There aren't many Metroid fights left, so see this through to the end.



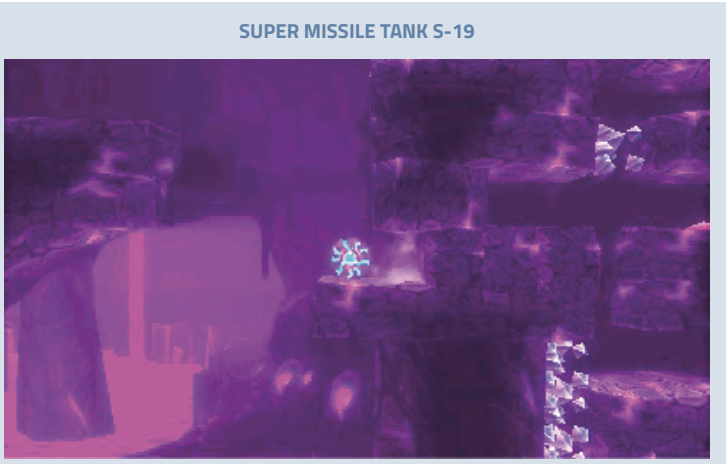
⑥ The shifting liquid not only opened and closed paths, it also seems to have stirred a Metroid into a room you've already visited. To reach it, jump up through the opening to the upper-right side of the Chozo Seal.

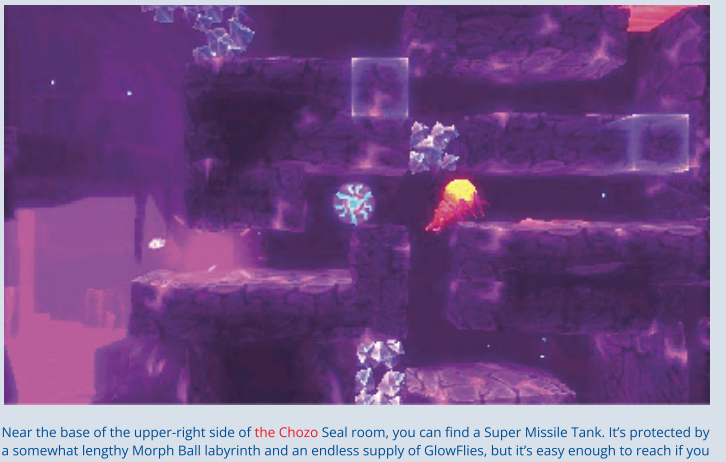




The path ahead is without any forks or tricky platforming. Venture along the path to eventually come to a door on the northeast side of the room. Head through when you reach it.

SUPER MISSILE TANK S-19

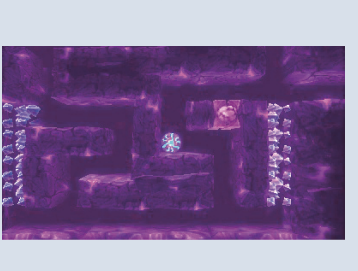




Near the base of the upper-right side of the Chozo Seal room, you can find a Super Missile Tank. It's protected by a somewhat lengthy Morph Ball labyrinth and an endless supply of GlowFlies, but it's easy enough to reach if you have the patience.

To enter the labyrinth, bomb the Block next to the platform at the start of the climb to the door out of this room—if you see crystals to your right, you're in the right place.

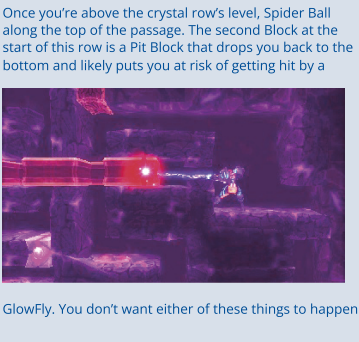
Continue bombing your way to the right until you reach the drop ahead. Don't drop yet, however; this place is a haven for GlowFlies, so be careful while navigating it.

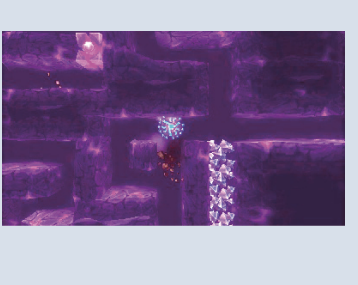


Wait for a GlowFly to come out of the hole on the right, then immediately follow behind.

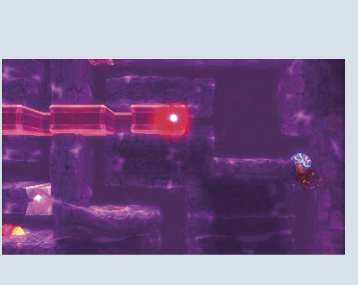
Drop down and roll to the right. Wait under the crystal formation for a GlowFly to come by, then jump up into the right passage.

Once you're above the crystal row's level, Spider Ball along the top of the passage. The second Block at the start of this row is a Pit Block that drops you back to the bottom and likely puts you at risk of getting hit by a GlowFly. You don't want either of these things to happen.

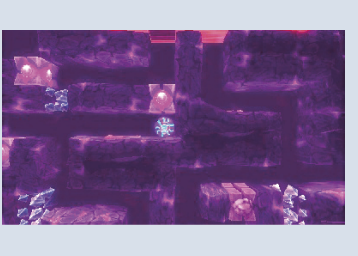




Jump up onto the first opening, roll past the giant Pull Block, and make your way to the right. The opening to the right of the Pull Block allows you to pull the Block and open a path near the start of the labyrinth.

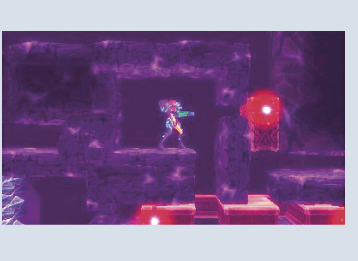


Once you pull the Block, roll as the Morph Ball to the right to fall through a Pit Block. Now roll to the left until you fall through a second Pit Block, then wait under the crystal row for a GlowFly to pass by.



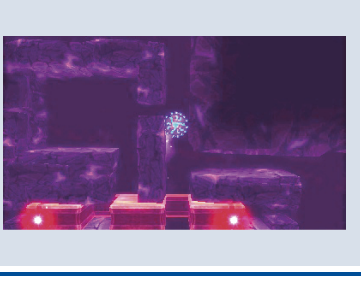
Roll to the left row of crystals and wait for another GlowFly to pass before climbing up the left path. Climb until you reach the labyrinth's entrance. Again, wait on the entrance for a GlowFly to pass, then roll to the right of the GlowFly hole and place a Bomb. You're safe from the GlowFlies here, so don't worry about aggravating any of them.

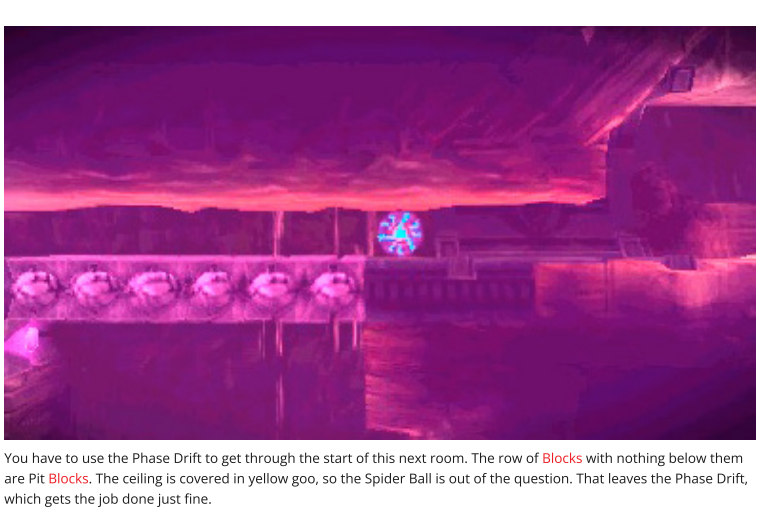
Spider Ball up the opening until you reach an alcove above the giant Pull Block. There's a smaller Pull Block here. Pull it to destroy it.



Drop down and head to the right of the giant Pull Block. An opening to the left of the Block allows access to it. Pull it, then drop and wrap around to the right side of the labyrinth.

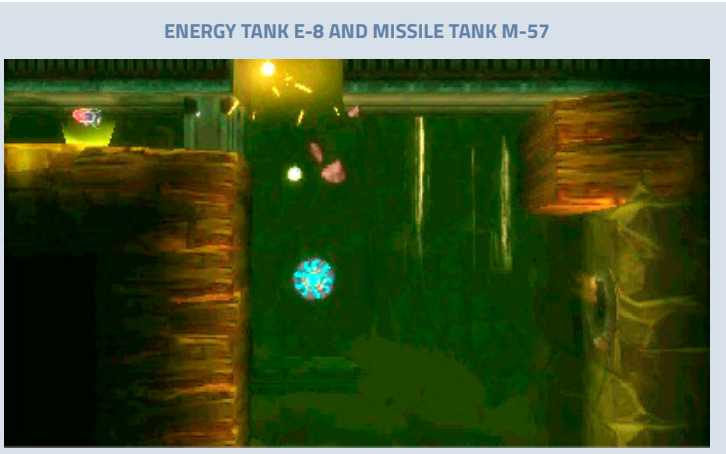
Roll up to the top of the labyrinth and follow the path until you reach the Super Missile Tank. Roll into the small opening on the right to fall through a Pit Block down to the left of the giant Pull Block. From there, it's easy to reach the way back to the labyrinth's entrance.

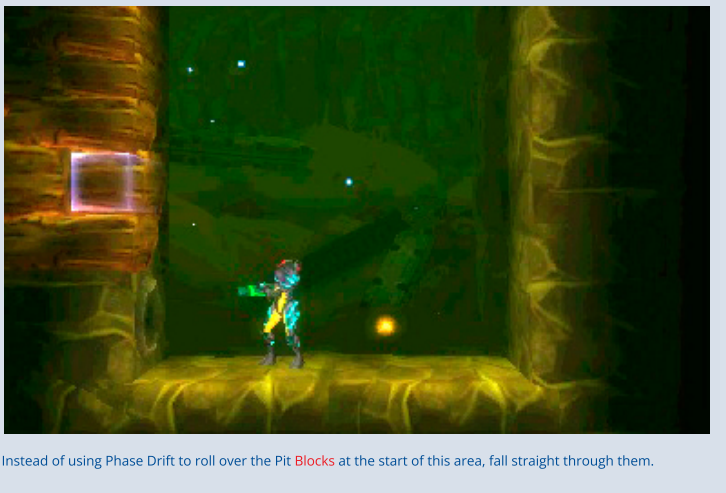




You have to use the Phase Drift to get through the start of this next room. The row of Blocks with nothing below them are Pit Blocks. The ceiling is covered in yellow goo, so the Spider Ball is out of the question. That leaves the Phase Drift, which gets the job done just fine.

ENERGY TANK E-8 AND MISSILE TANK M-57

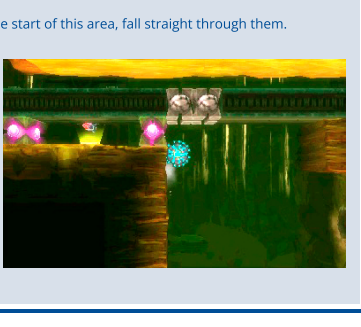


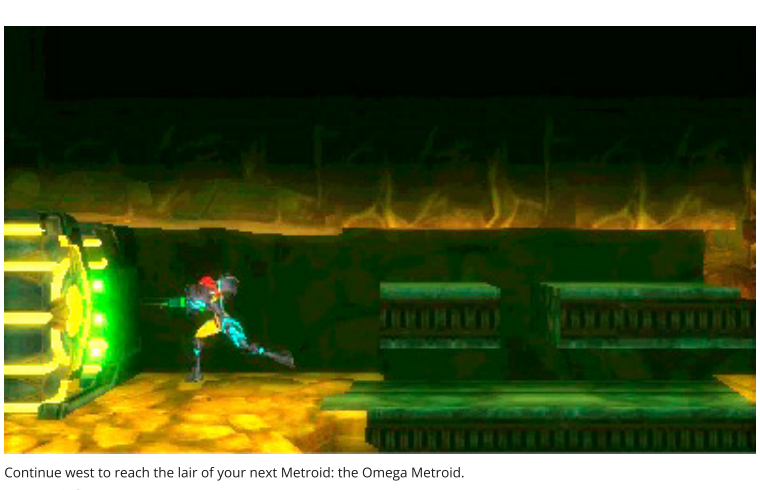


Instead of using Phase Drift to roll over the Pit Blocks at the start of this area, fall straight through them.

Shoot at the Missile Block on the left wall three Block spaces from the floor. Energy Tank E-8 is contained within.

Spider Ball your way up the left wall and bomb the Bomb Block at the top to reach Missile Tank M-57.



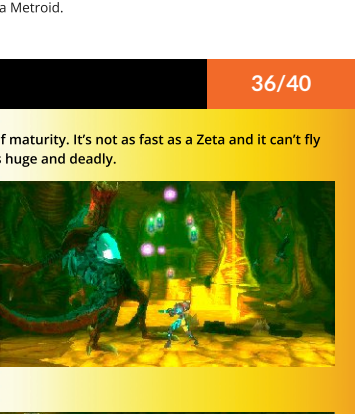


Continue west to reach the lair of your next Metroid: the Omega Metroid.

OMEGA METROID 36/40

This is it: a Metroid at the pinnacle of maturity. It's not as fast as a Zeta and it can't fly like the Alphas and Gammas, but it's huge and deadly.

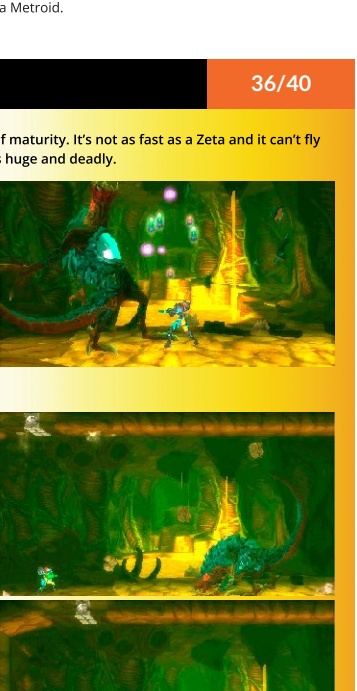
Like the Zeta, the Omega Metroid's mouth and core are weak to attacks. Unlike the Zeta, an Omega can shield its core with a regenerating exoskeleton. Continually shooting its chest eventually breaks the plating that surrounds the core, giving you a chance to damage it. After a time, the Omega's chest plating heals and covers the core once more. Destroy it again to regain access.

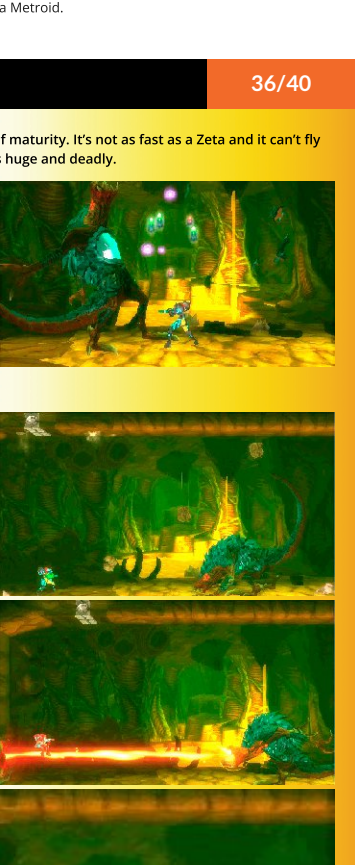


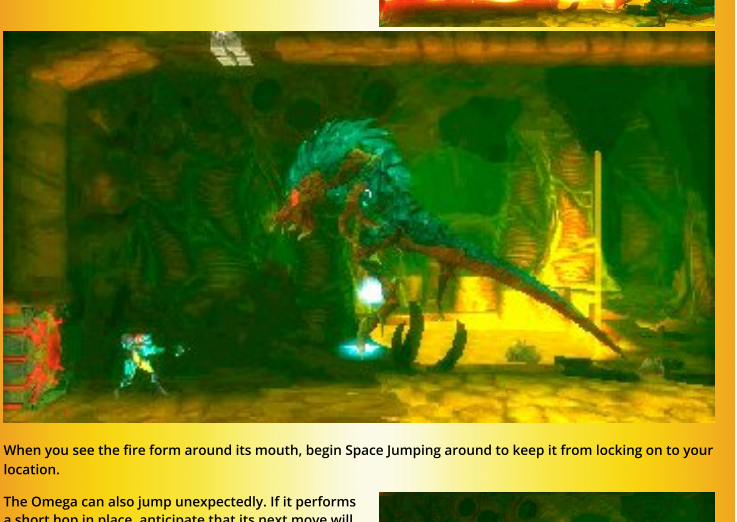
PHASE 1

The Omega's attacks aren't complicated, but they cover a significant distance. For instance, if you see the Omega get on all fours and lift its tail, that's your cue that it's about to start using its tail to smack the floor, shaking rocks loose from the ceiling that damage you if you're in their path. The Screw Attack doesn't destroy these rocks, nor does it make you invulnerable to them. However, you can shoot them as they fall to prevent getting hit, and also to gain health and ammunition from them.

At times, the Omega's mouth fills with fire. This is its tell for its fire beam attack. It fires a concentrated beam wherever you are and holds it there for a couple of seconds.



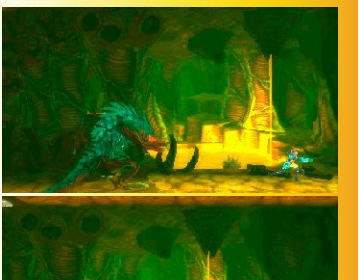


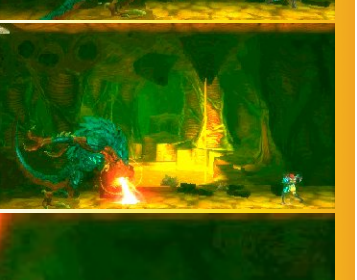


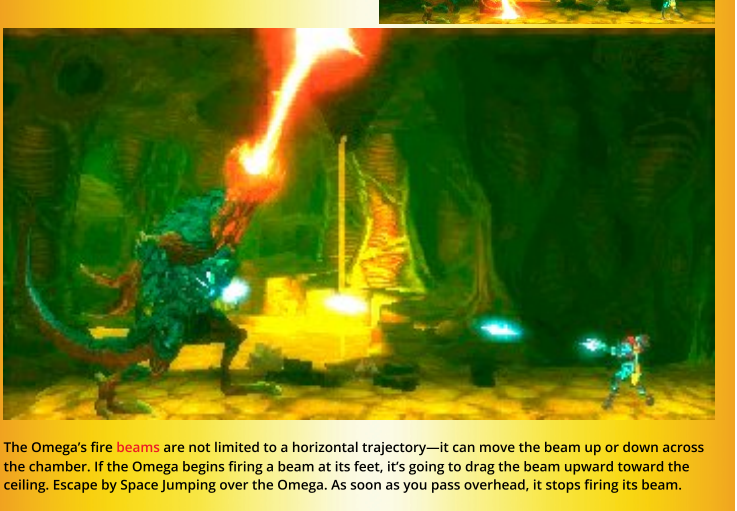
When you see the fire form around its mouth, begin Space Jumping around to keep it from locking on to your location.

The Omega can also jump unexpectedly. If it performs a short hop in place, anticipate that its next move will be a huge leap toward your location. The only proper response is to quickly close the distance with the Omega. It hops high enough into the air for you to walk under its feet at the peak of its jump.

If the Omega pulls its arm back, expect a claw swipe to follow. This is an easy attack to dodge, but it can catch you if you're not prepared. If you're standing near the Omega after its first swipe, it follows up with another swipe right after. Give the Omega plenty of space whenever you see that arm go past its back.





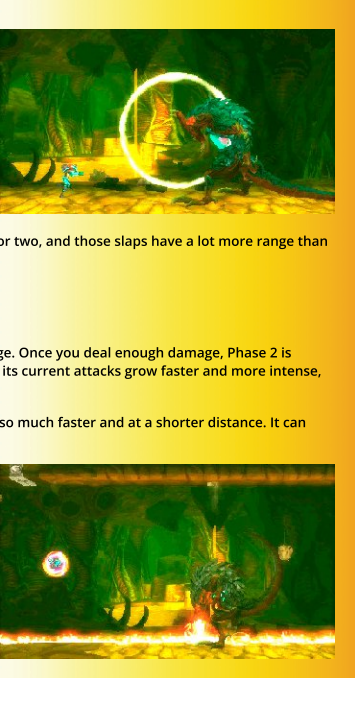


The Omega's fire beams are not limited to a horizontal trajectory—it can move the beam up or down across the chamber. If the Omega begins firing a beam at its feet, it's going to drag the beam upward toward the ceiling. Escape by Space Jumping over the Omega. As soon as you pass overhead, it stops firing its beam.

If it starts by shooting its beam at the ceiling instead of its feet, consider yourself in fortune's favor. This is an ideal time to get in close and unload on the Omega's chest.

Save the Super Missiles and emphasize normal missiles instead. A handful of missiles breaks the chest plate, and when this happens, you're in the perfect position to unleash Super Missiles directly into the Omega's core.

The Omega's counterable move is heavily telegraphed and easy to counter. When it stands straight up with its arms to its sides and begins roaring with its mouth wide open, the counterable attack is about to happen. Get in close and wait for the rings and clicking sound you're familiar with. Once you've countered the attack, give the Omega all the Super Missiles you can muster.



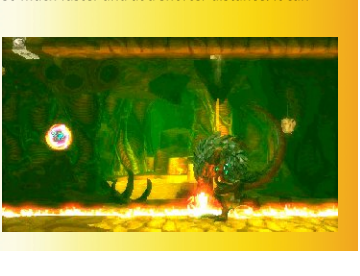
If the Omega's tail rises over its head, get to Space Jumping to maneuver over and around the enemy. This is because the Omega is about to perform a tail slap or two, and those slaps have a lot more range than you might expect.

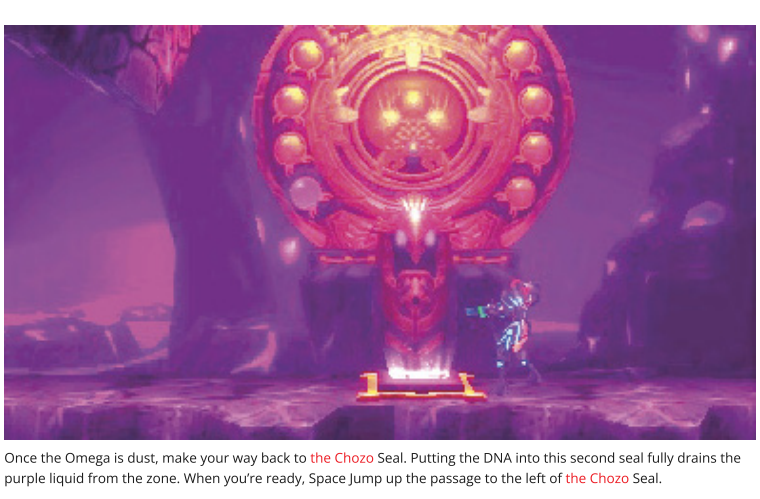
PHASE 2

The Omega's core progressively reddens as it takes damage. Once you deal enough damage, Phase 2 is triggered, and the Omega changes up its attacks. A few of its current attacks grow faster and more intense, so pay extra-close attention to its tells.

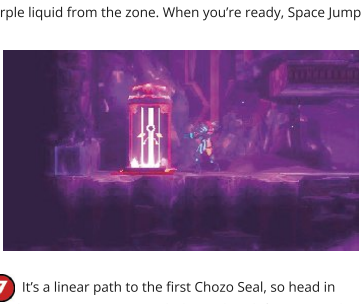
For starters, whenever it jumps during this phase, it does so much faster and at a shorter distance. It can perform its tail slap more than twice.

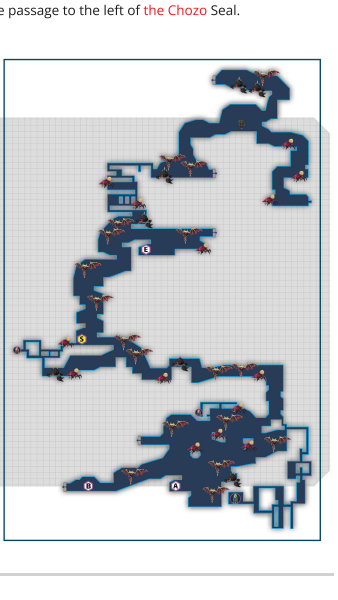
The most dangerous change is a mash-up of the Omega's fire beam and rock-dropping attacks. The Omega looks straight down at the ground and breathes a fire beam that engulfs the entire floor. While the floor is on fire, the Omega slaps its tail to cause rocks to fall from the ceiling. You have no choice but to Space Jump around and dodge the rocks. Thankfully, the rocks fall at a much sparser rate, so they're much easier to avoid.





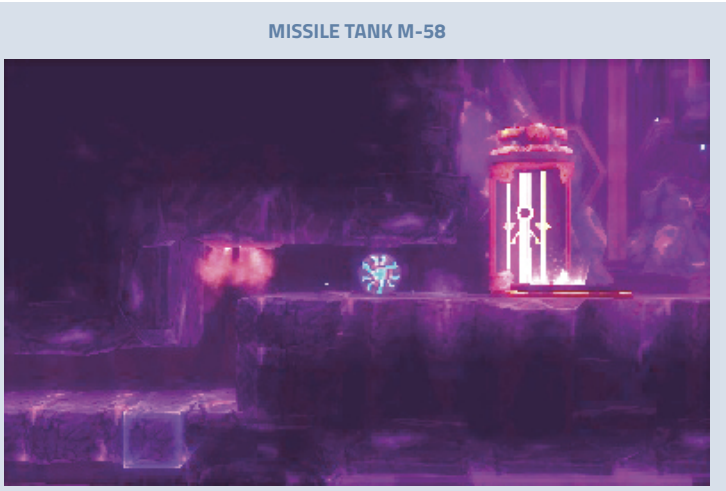
Once the Omega is dust, make your way back to the Chozo Seal. Putting the DNA into this second seal fully drains the purple liquid from the zone. When you're ready, Space Jump up the passage to the left of the Chozo Seal.

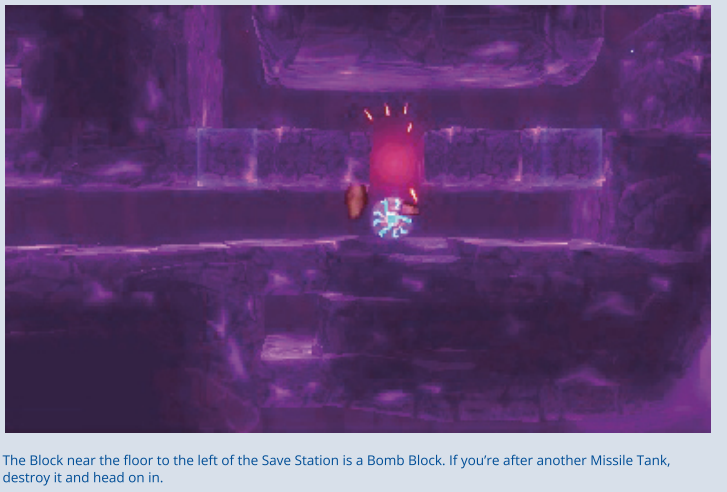




⑦ It's a linear path to the first Chozo Seal, so head in that direction. Once you reach the seal, go left past it and follow the west wall down past the Energy Recharge Station. When you reach a Save Station, turn right.

MISSILE TANK M-58

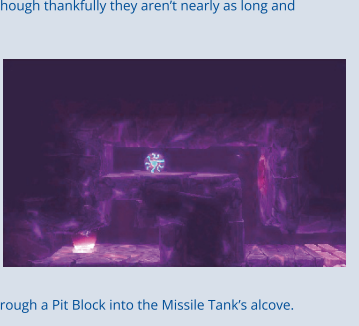




The Block near the floor to the left of the Save Station is a Bomb Block. If you're after another Missile Tank, destroy it and head on in.

You find another series of GlowFly-infested tunnels here, though thankfully they aren't nearly as long and winding as the ones for Super Missile Tank S-19.

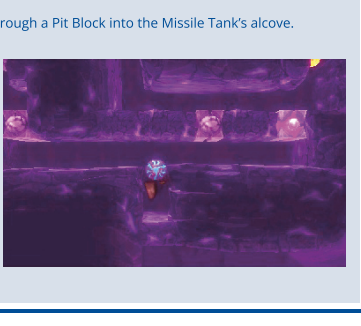
The center of the Block bridge near the start of the passage is home to a Pit Block. You can reach the Missile Tank housed here one of two ways: move carefully and avoid the GlowFlies that pour out of the hole ahead, or throw caution to the wind and roll right on through the GlowFlies, take the damage, and grab the Missile Tank.

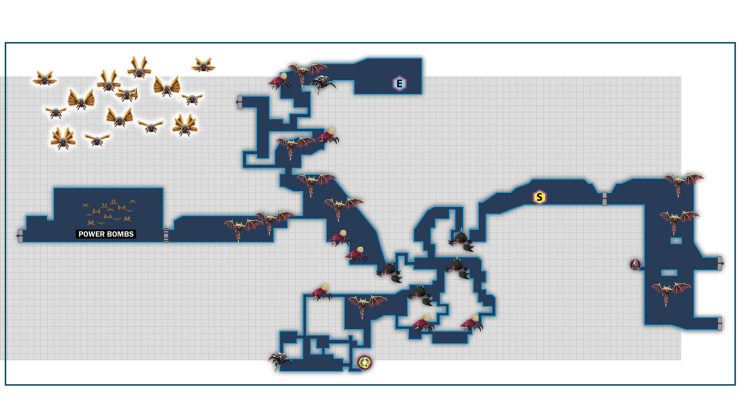


If you choose the first option, roll over the center of the bridge and fall through the Pit Block. Spider Ball along the bottom of the bridge and head to its left side. Bomb the Block at its left end and wait for the GlowFly to skitter by. Spider Ball up the wall past the GlowFly hole to find the Missile Tank just ahead. Roll to the left to fall through a Pit Block into the Missile Tank's alcove.

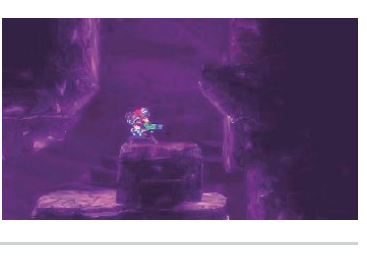
If the second option sounds more appealing, Spider Ball on the ceiling above the bridge, pass the Pit Block, and climb up past the GlowFly hole. You might take some damage, but nothing that can't be easily replenished.

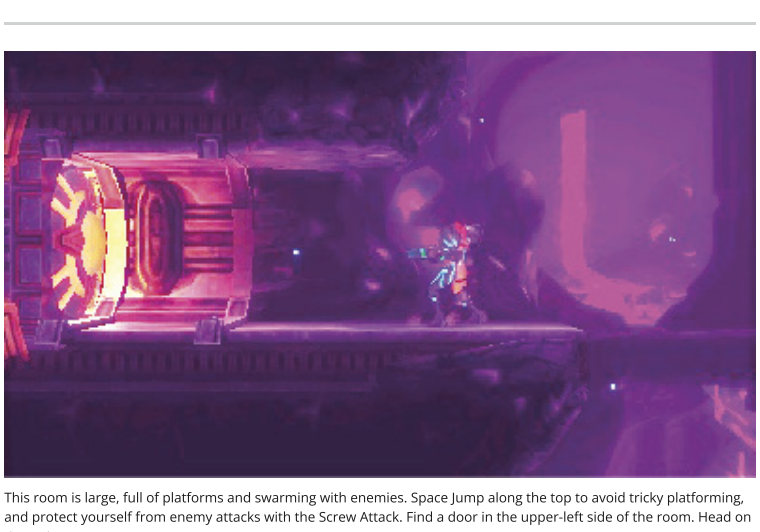
Regardless of method, once the Missile Tank is in your possession, roll to the right to drop out of the alcove, then continue right to be dropped from the Morph Ball tunnel altogether.





⑧ Continue right and drop down the pit at the end of the path, then proceed left.

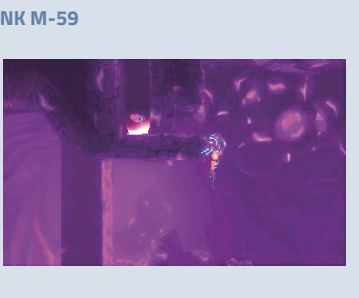




This room is large, full of platforms and swarming with enemies. Space Jump along the top to avoid tricky platforming, and protect yourself from enemy attacks with the Screw Attack. Find a door in the upper-left side of the room. Head on through.

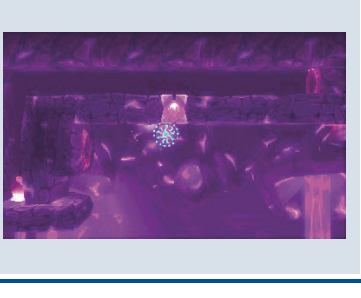
MISSILE TANK M-59

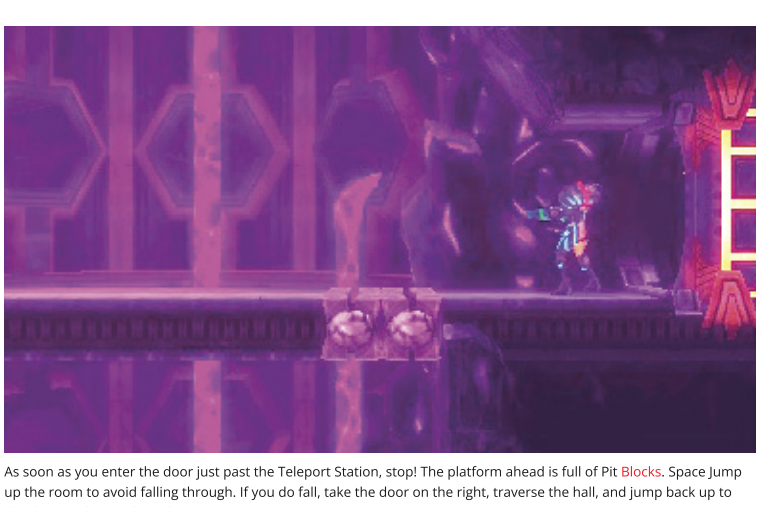
Before you take the door on the left side of the room, Space Jump up to the upper-left corner to find a Missile Tank. There's a small handhold to the right of the Missile Tank; grab on to it and pull yourself in.



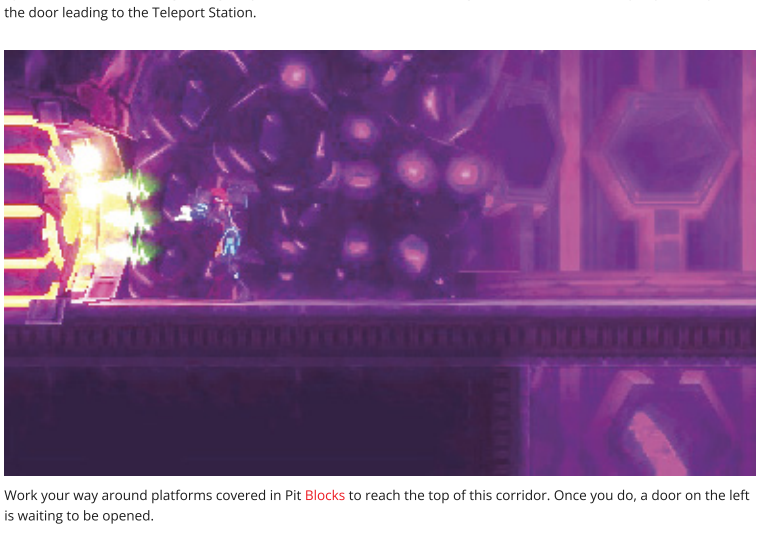
Wait here for a moment. GlowFlies run out of a hole on the right and make their way into a hole directly above your location. Spider Ball onto the top of your hiding spot and wait for a GlowFly to pass by. Quickly roll up and place a Bomb slightly left of the middle of the Block bridge above. Back off, wait for the Bomb to blow, then wait for another GlowFly to run through the new opening.

Once it's through, head through yourself and make your way left to reach the Missile Tank.





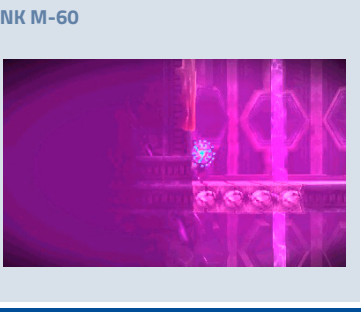
As soon as you enter the door just past the Teleport Station, stop! The platform ahead is full of Pit Blocks. Space Jump up the room to avoid falling through. If you do fall, take the door on the right, traverse the hall, and jump back up to the door leading to the Teleport Station.

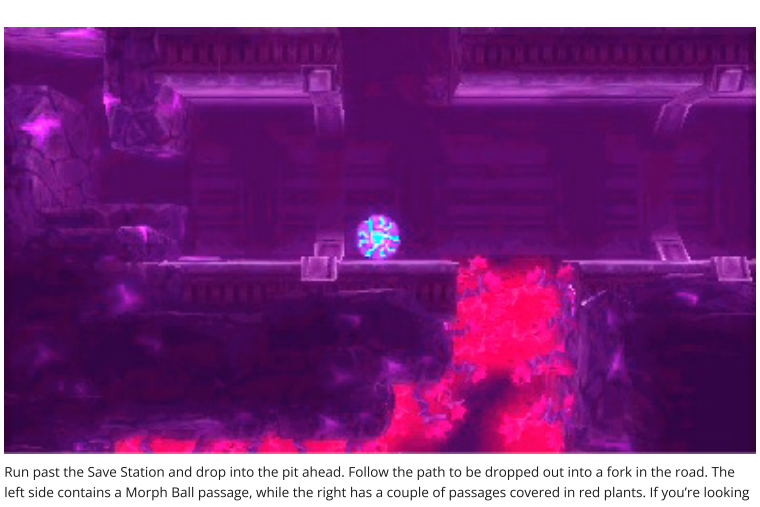


Work your way around platforms covered in Pit Blocks to reach the top of this corridor. Once you do, a door on the left is waiting to be opened.

MISSILE TANK M-60

Before you Space Jump to the top of this corridor, if you're cruising for more missiles, you can find a Missile Tank at the other end of the Pit Block bridge. Roll into the Morph Ball, turn on Phase Drift, and race to the left side of the bridge. Spider Ball onto the small bit of wall not covered in goo, then bomb the Block on the wall closest to the bridge. The Missile Tank is hidden inside that Block.



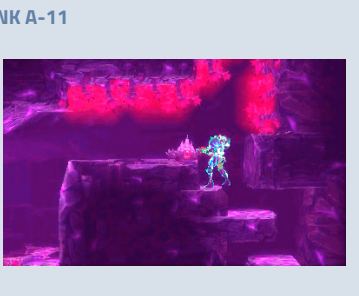


Run past the Save Station and drop into the pit ahead. Follow the path to be dropped out into a fork in the road. The left side contains a Morph Ball passage, while the right has a couple of passages covered in red plants. If you're looking for an Aeion Tank, head right and read the "Aeion Tank A-11 tip for details. Otherwise, take the Morph Ball passage on the left.

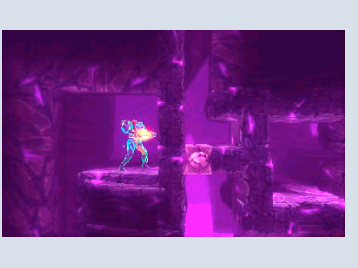
AEION TANK A-11

Drop down the first red-plant-laden pit and head left at the first opportunity. Spot a Pull Block below you with a fan sucking up air in the Block's opening. To reach the Aeion Tank, you need to shift that Pull Block to the left; to reach the Pull Block, you need to Spider Ball up the wall above the Block and place a Bomb in the top-left corner.

Head through the newly opened passage and drop down the hole to the left. Go right once you're on solid ground, and destroy the Pull Block next to the Aeion Tank.

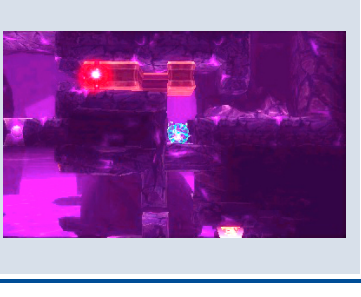


Proceed left and jump up to the landing above. The two Blocks ahead at level with your Power Beam are both destructible—the first is a normal Block and the second is a Missile Block.



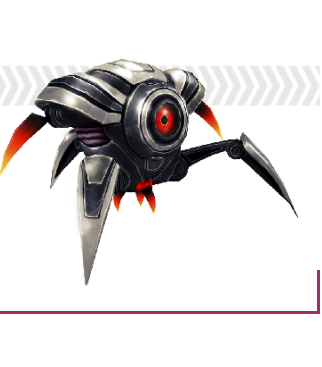
Shoot and destroy both of them, then activate Phase Drift and roll over the Pit Block in the center and into the alcove on the right. Pull the Pull Block on the right side, then make your way back up the passage above the Pit Block.

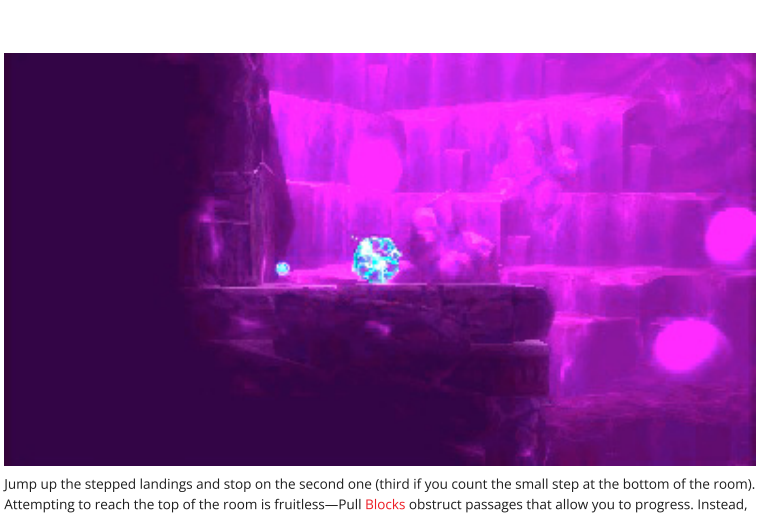
Blow up the Bomb Block and drop back into the main corridor. Drop down the pit ahead and bomb the Block in the small opening below the Pull Block. The Aeion Tank is right below that Block.



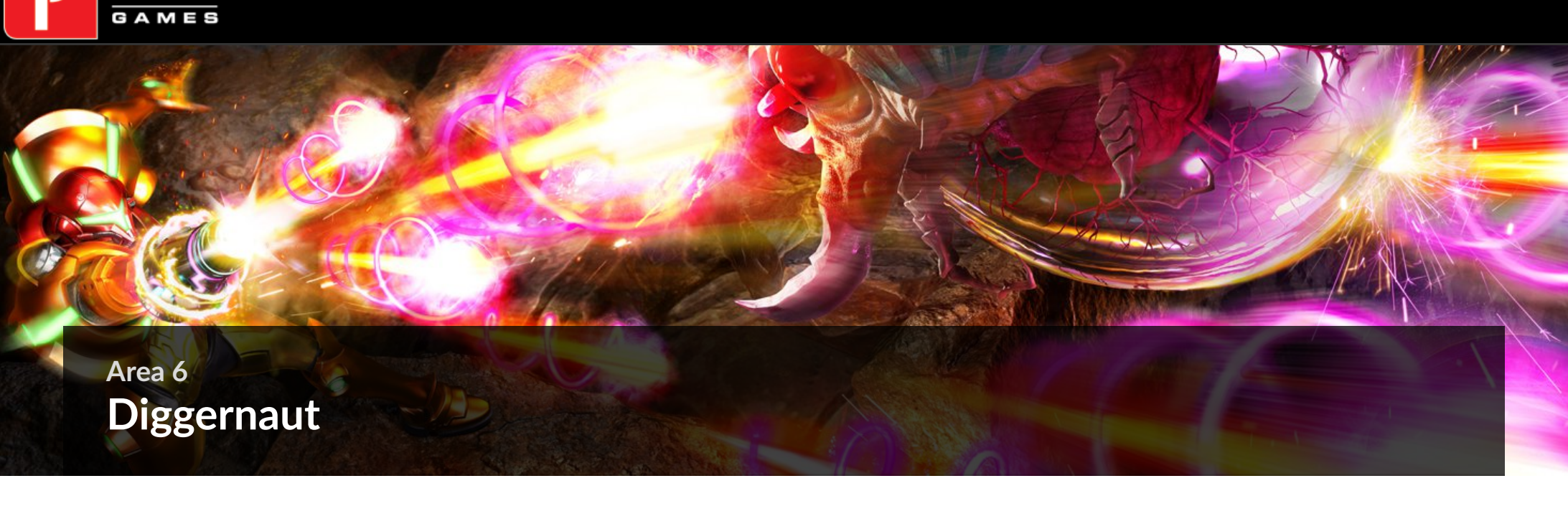
BLACK AUTOAD

Those Autoads that have the ability to seize up your Aeion Abilities are back, with reinforced plating this time around. They haven't changed much beyond that, so slap on your Beam Burst and let them have it as soon as you see them. If you're not quick, the Autoad zaps your Aeion Abilities, and you have no way of destroying it until the effect wears off.





Jump up the stepped landings and stop on the second one (third if you count the small step at the bottom of the room). Attempting to reach the top of the room is fruitless—Pull Blocks obstruct passages that allow you to progress. Instead, bomb the Block at the base of the wall on the second step to open a different passage. Blast your way through, then head through the Charge Door at the end of the hall. Make sure you're ready before you do: sensors show that something big is lurking in the room beyond the Charge Door.



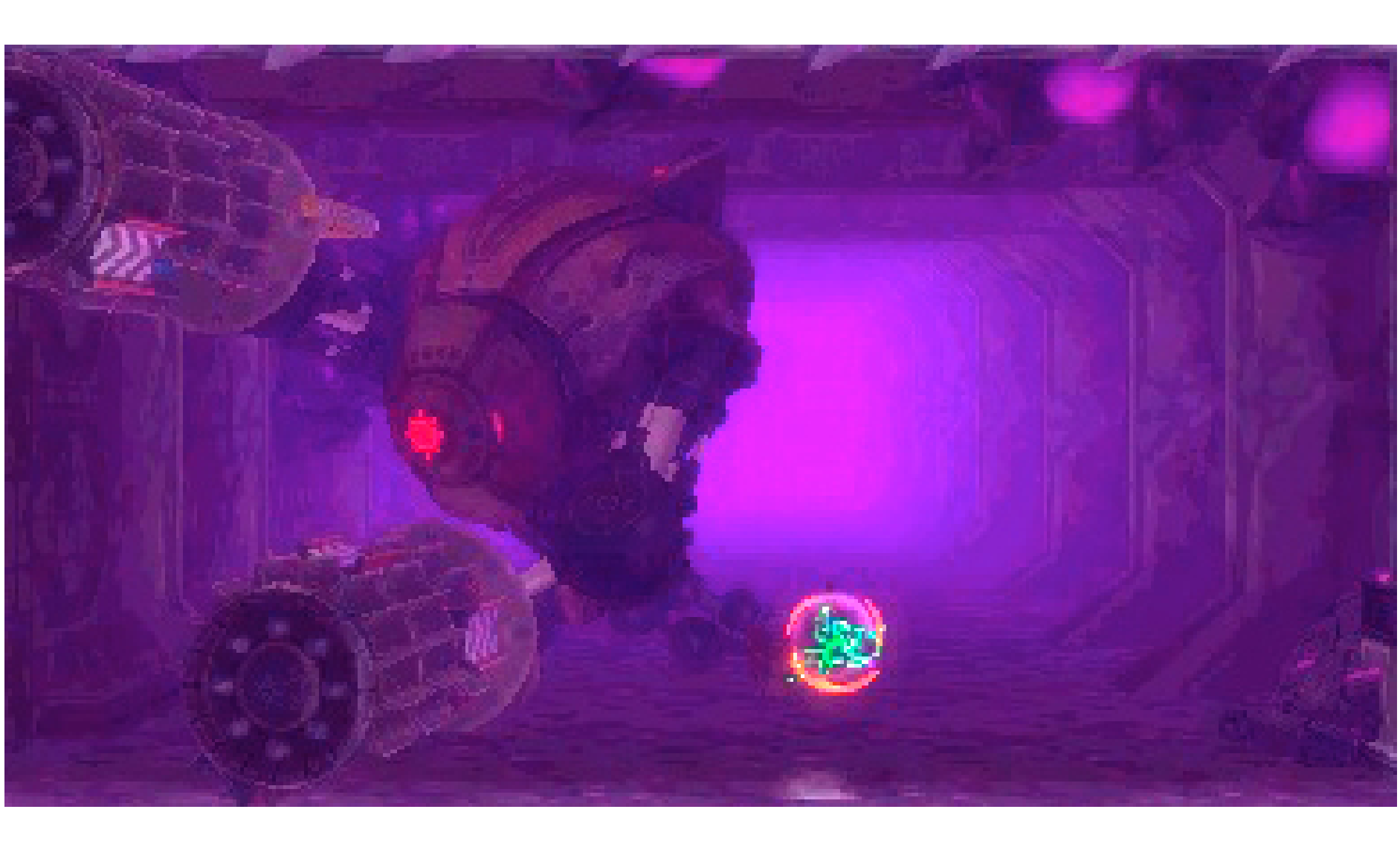
Area 6

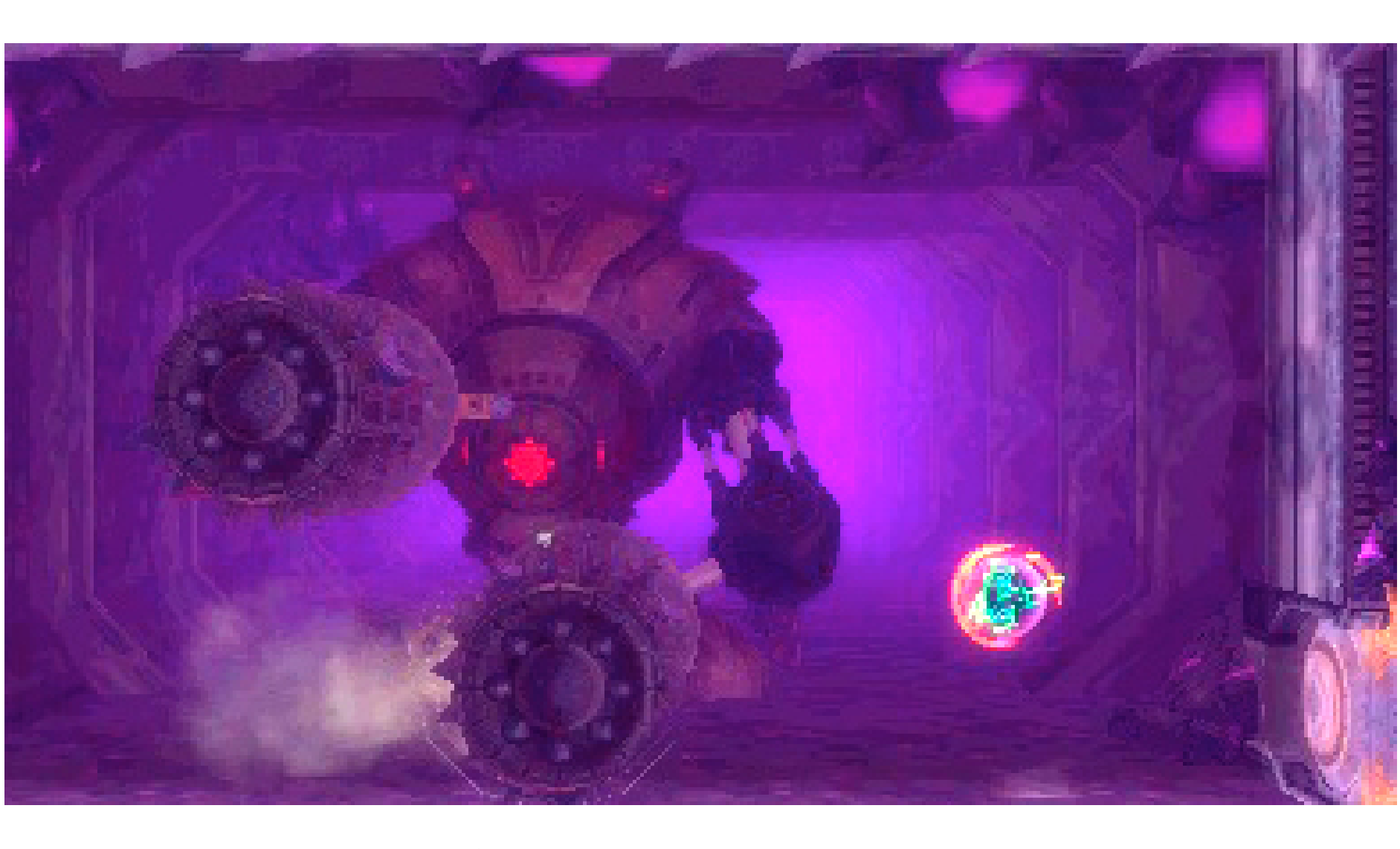
Diggernaut

You've been harassed by this machine for several zones, and the time for a showdown is finally here! This fight is a challenge, and the Diggernaut's attacks hit hard, so play defensively and take your time. The fight plays out more like an obstacle course than a breakneck, pulse-pounding, reflexive battle to the death. Its attacks aren't hard to dodge if you stay cool and collected.

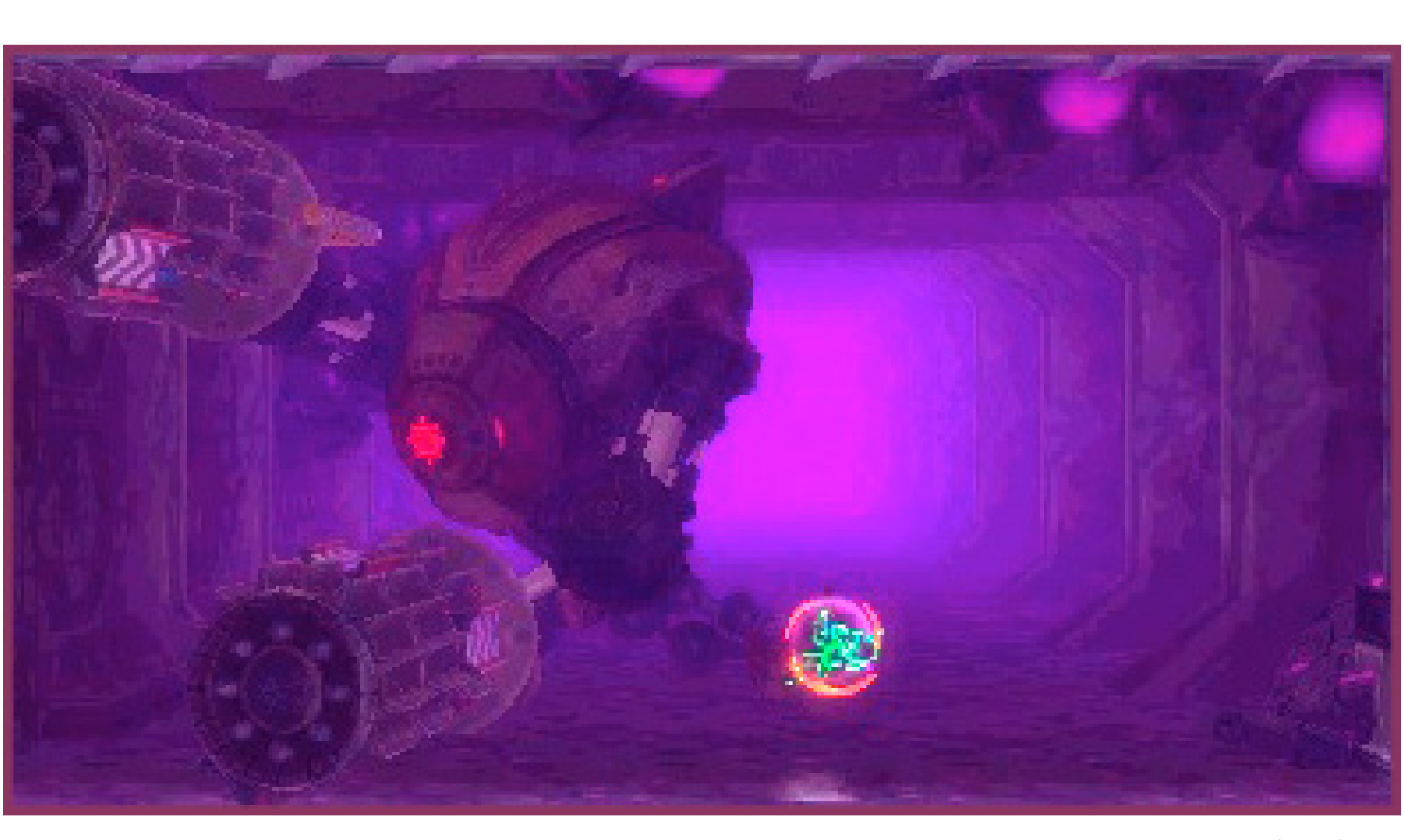
Damaging the Diggernaut is likely the toughest part of the fight. Its head and the interiors of its grinder arms are its weak points, but it rarely brings its head to the foreground, and damaging its head is the only way to get it to set its grinders in a place where you can damage them. There is a right time to strike, but for now, focus on each of the Diggernaut's attacks.

PHASE 1

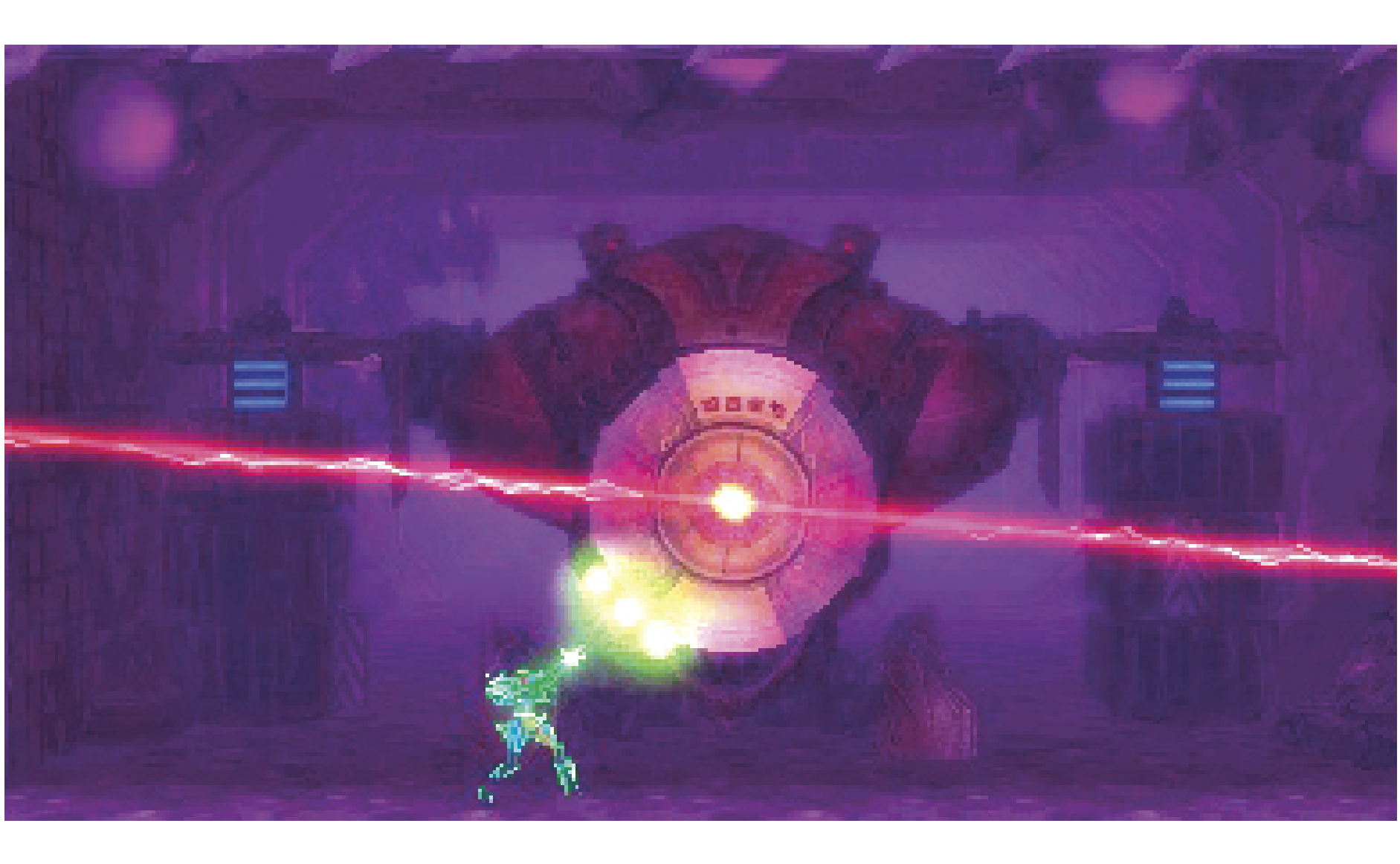


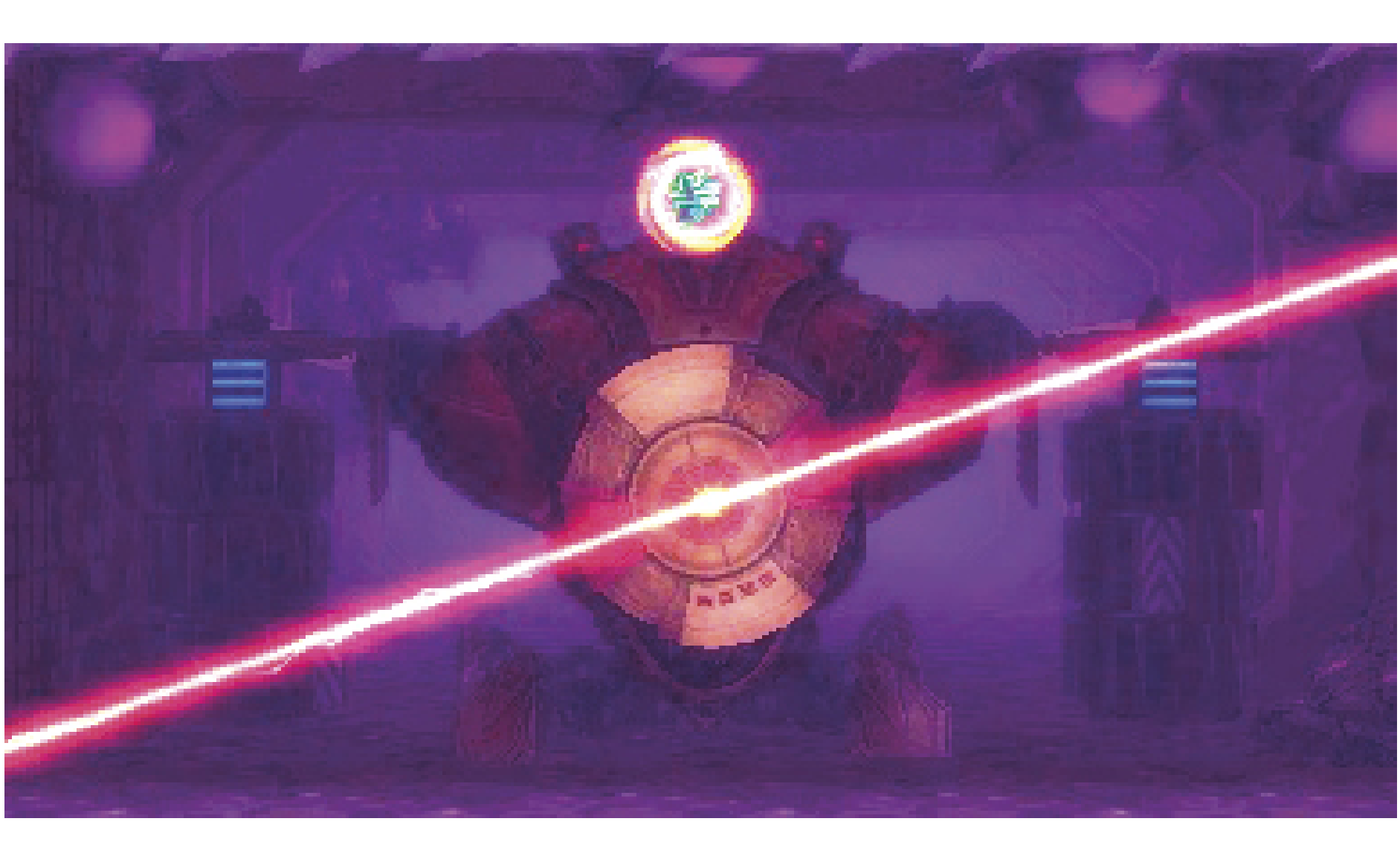


The Diggernaut puts both arms into the foreground and drags them across the room. The bottom arm stays stationary, while the top arm moves up and down. The Diggernaut can do this up to three times before stopping. It's not a hard move to avoid. Wait until the upper arm is near the top of the room, then jump between them. Repeat this for every pass the arms make across the room.



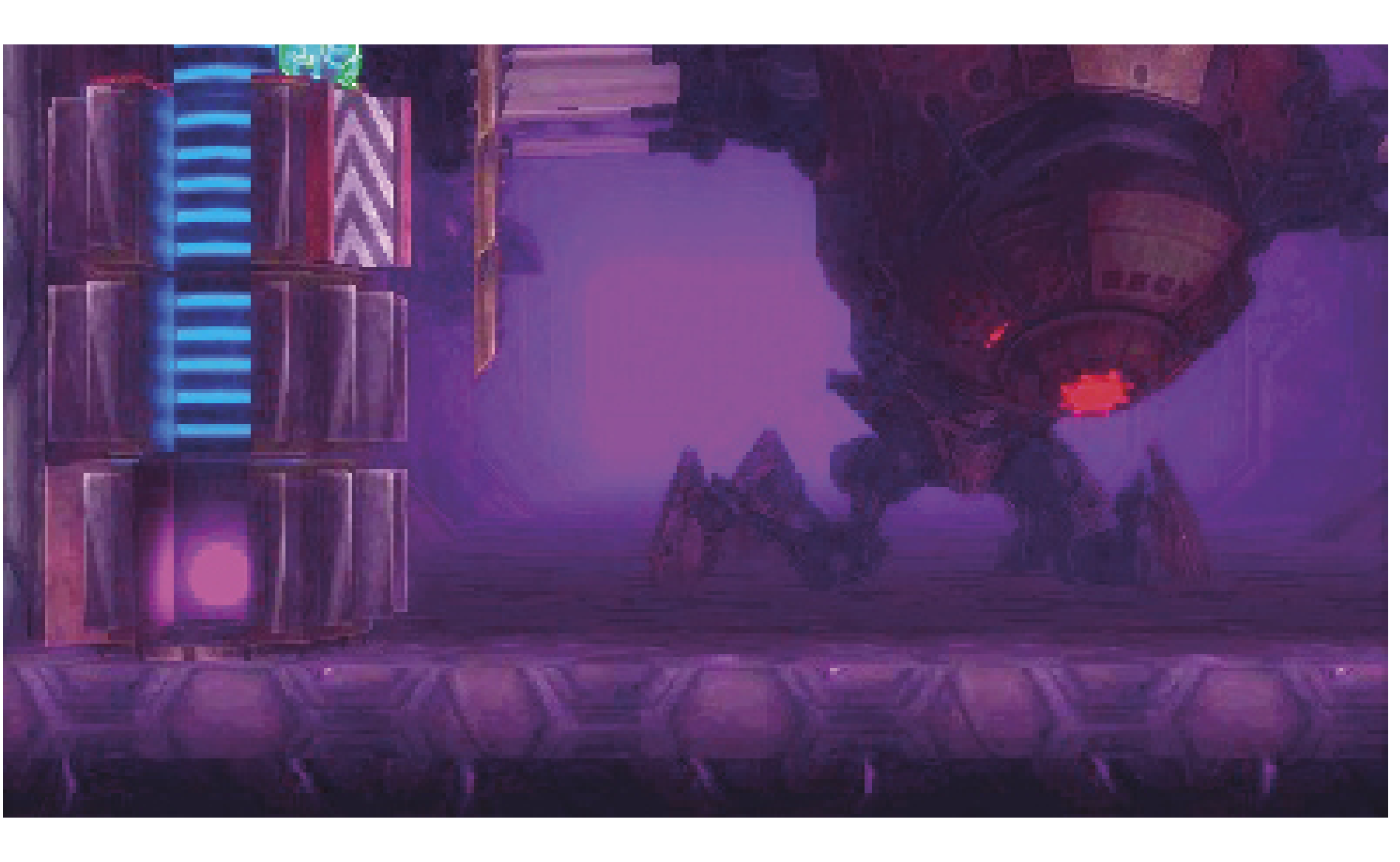
When the Diggernaut pulls its arms close to its chest in the background, start Space Jumping. It shoves them forcefully into the foreground and quickly draws them to the walls, then back to the center—rinse, repeat. If you're above them, you're safe. If not, well...those grinders are more than mere decoration.

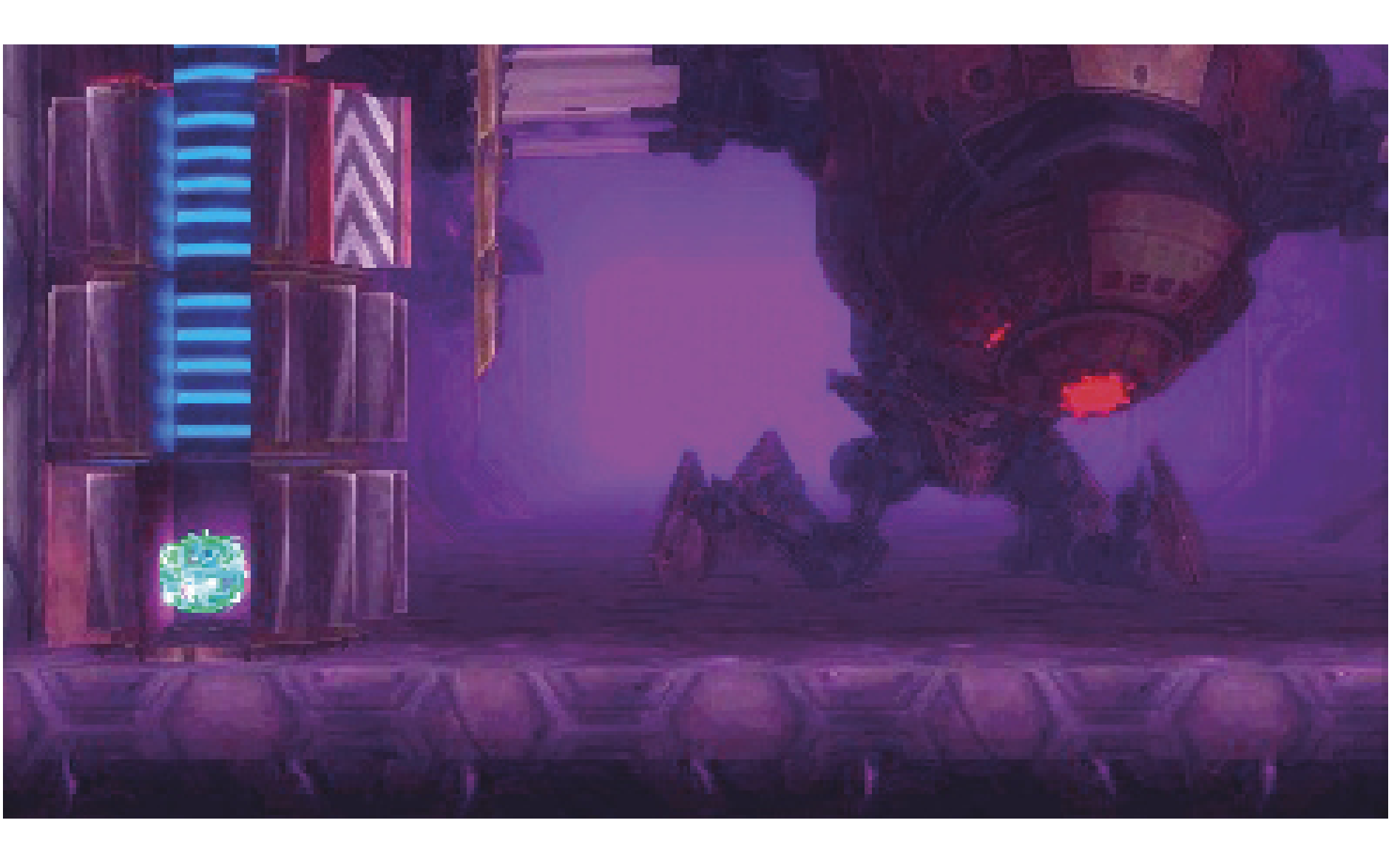




After you dodge enough of the Diggernaut's attacks, it takes a more direct approach. It brings its head into the foreground and begins spinning a laser around the room. This is your opportunity to deal damage. Let fly a volley of Super Missiles directly on the boss's head, but do so while avoiding the laser. Follow the laser around the head by Space Jumping, unload Super Missiles, and repeat. Avoiding the attack isn't too difficult, but you can still take a hit if you get carried away with the attack. Remember, patience is key with this boss.

Once you deal enough damage to the Diggernaut's head, it doubles over and places its grinder arms near both walls of the room. This is another chance to deal damage. Pick a grinder and wait near it. The individual segments of the grinder rotate; when a segment with "up" arrows faces your direction, that's a sign that you can Spider Ball on that segment. Take care climbing up these arrow segments. Touch anything but these segments, and you get knocked off of the grinder altogether.

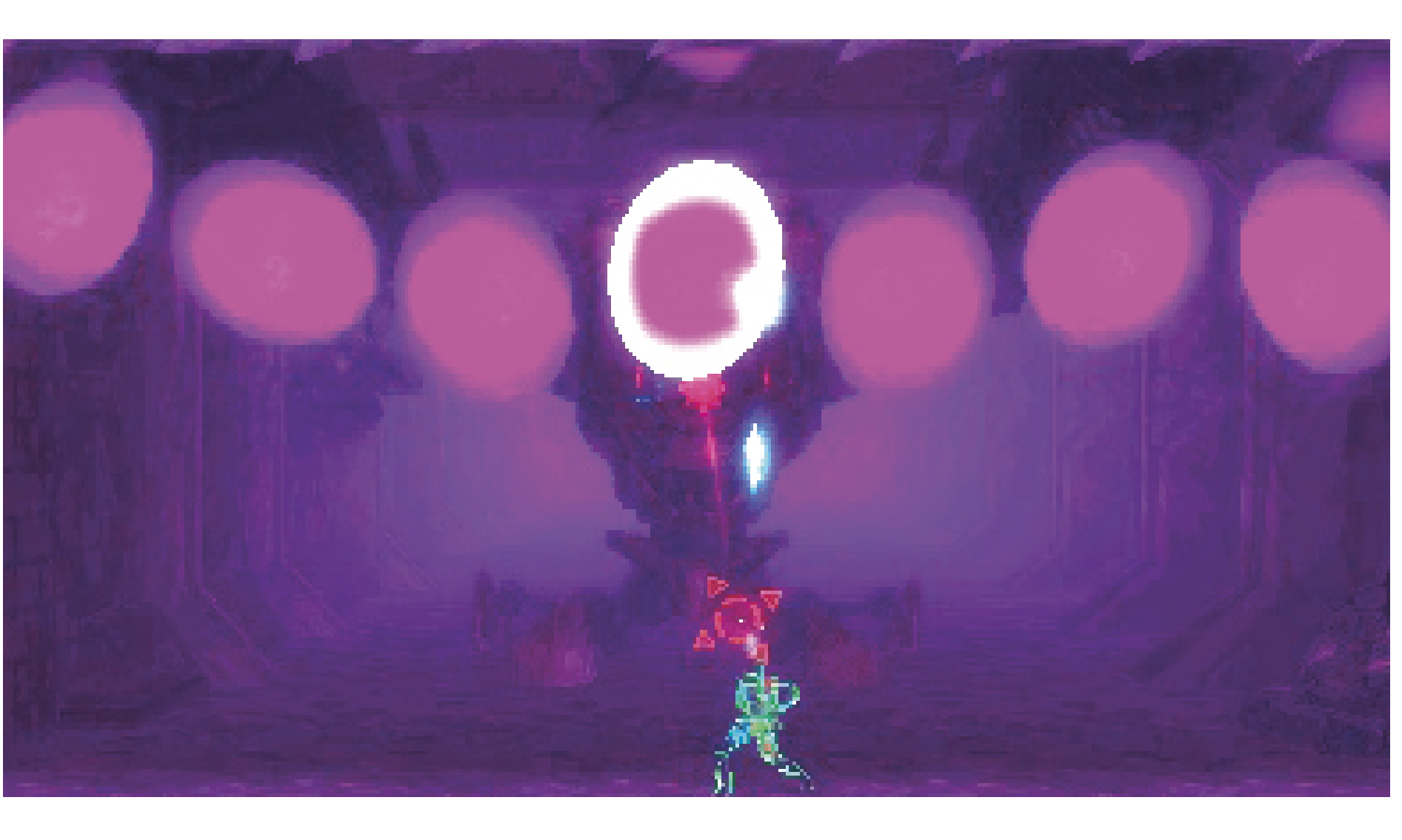


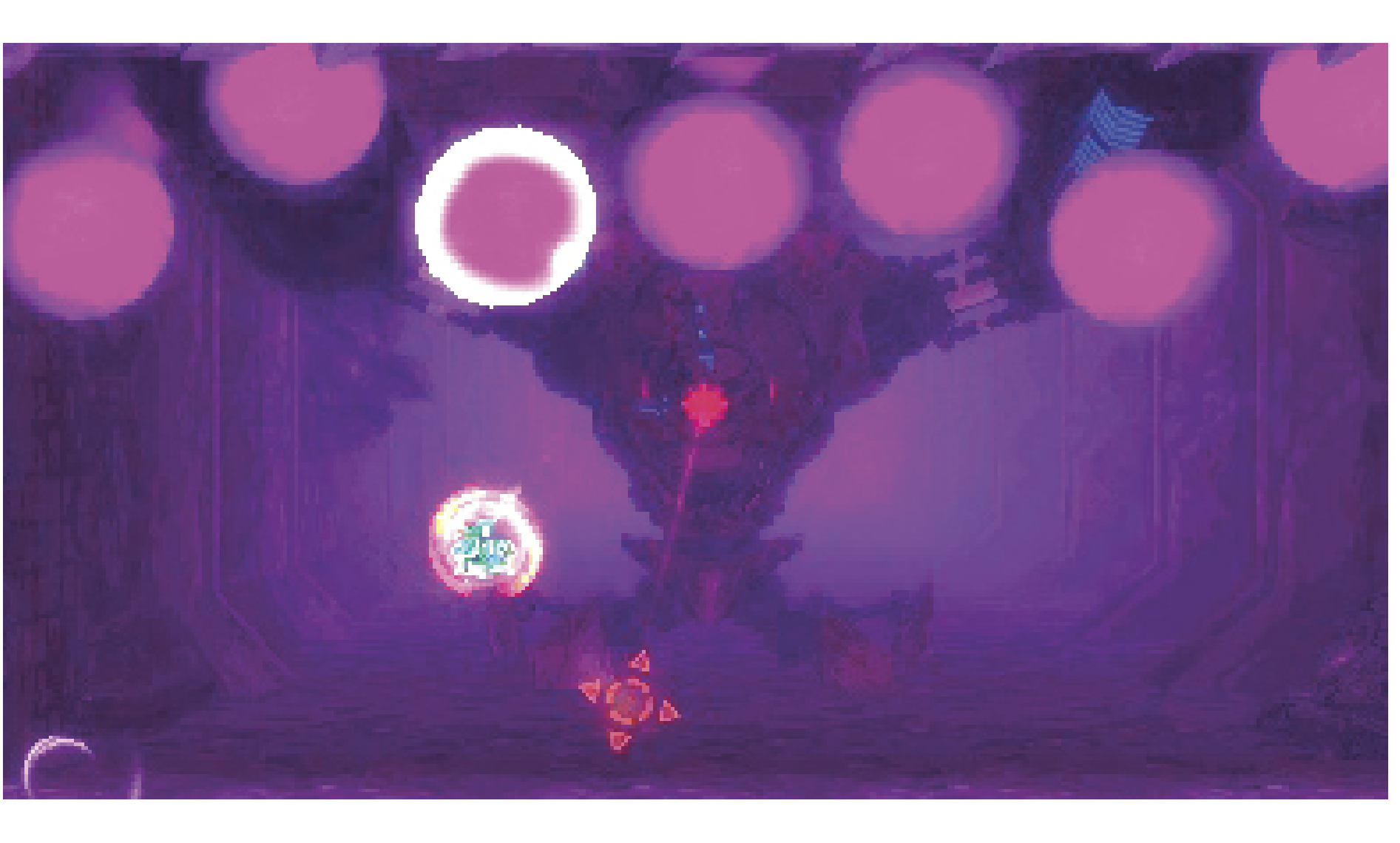


Your goal is to reach the top, then drop into the center of the grinder. Wait for the center to be cleared before dropping in. Be patient. When an opening appears, drop into the center and place a Bomb. This sends a short circuit directly to the Diggernaut's core processor. You have to repeat this method with the other grinder, but first, deal enough damage to its head to get it to put the grinder back into the foreground.

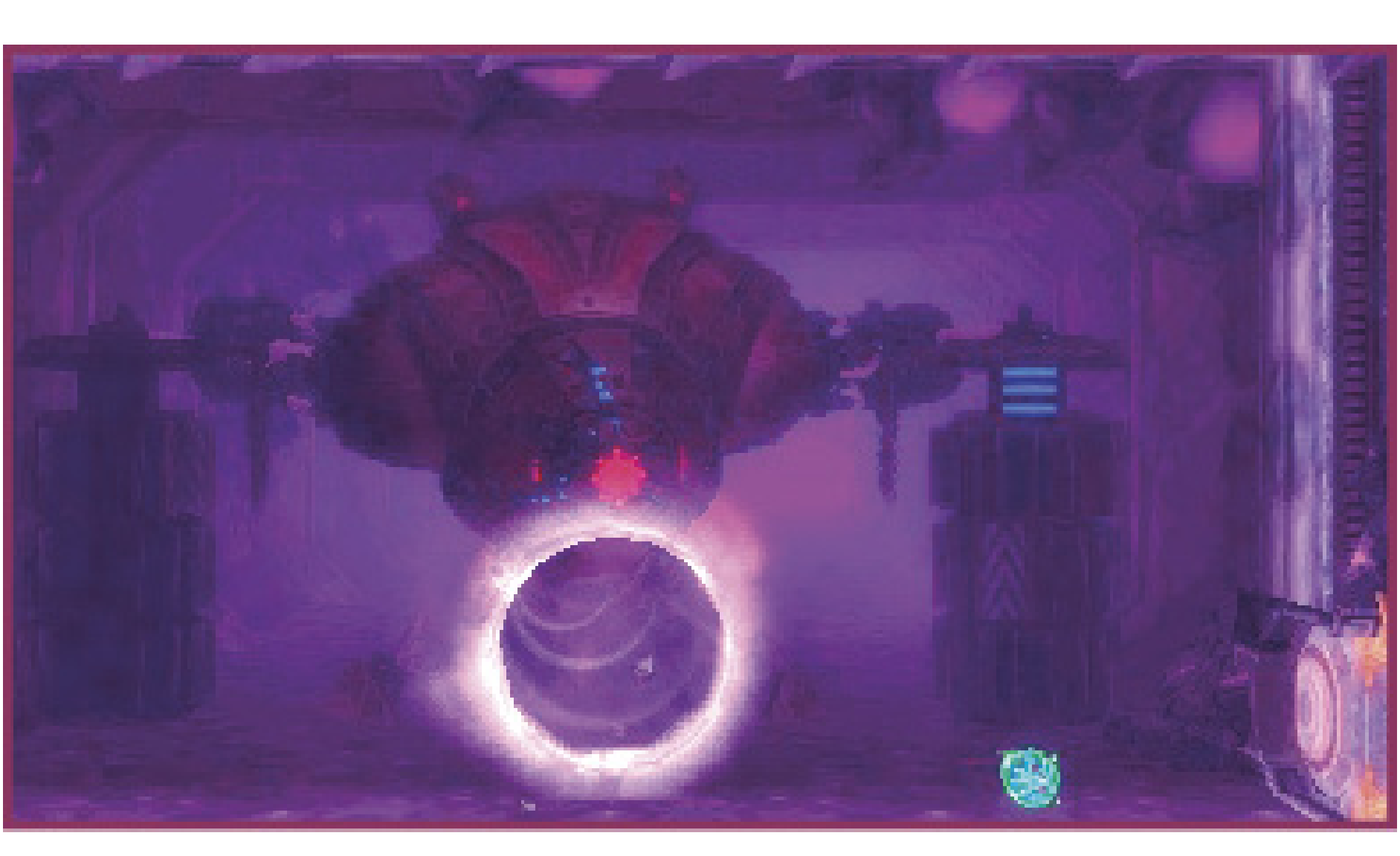
PHASE 2

Destroying the first grinder starts up the next phase of the fight. The Diggernaut alters its existing moves to be deadlier and adds a slew of new attacks into the mix. Be ready, because the fight gets tougher from here.

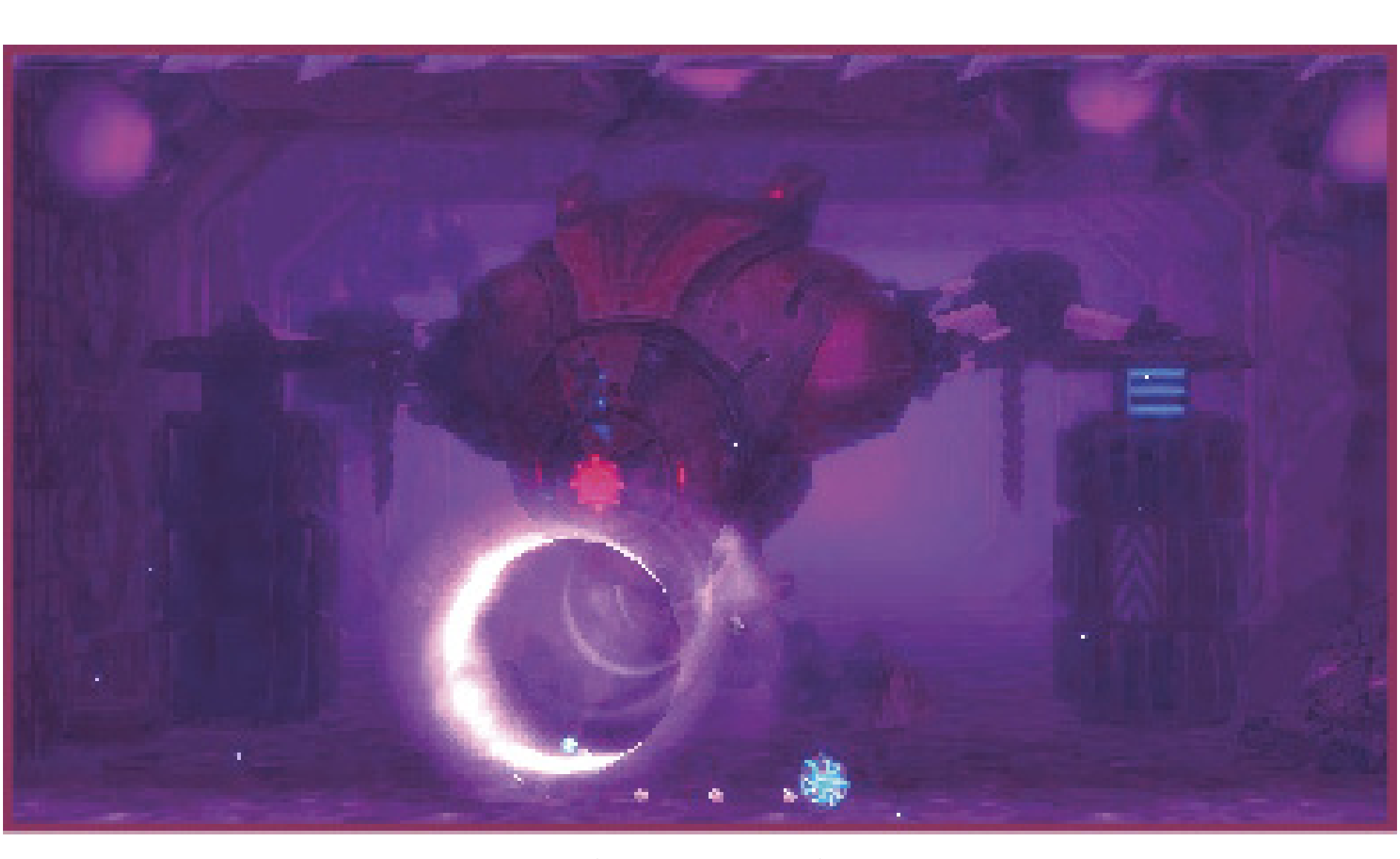




If the Diggernaut jams its grinders into the ceiling in the background, aim straight up and start firing. Bubbling purple acid rains continuously down from the ceiling in waves. The good news is that the bubbles aren't difficult to destroy. The bad news is that the Diggernaut attempts to target you with a laser-guided laser beam. A targeting reticle slowly follows you around; if it locks on to your position, it stops and fires a beam at that location. The easiest way to avoid this attack while shooting the bubbles, though it might seem risky, is to stand still, fire until you hear the reticle beep, then move away from the reticle. You have a second or two to act before the laser beam fires, so let the beep be your cue that the reticle has stopped and that you need to step away.

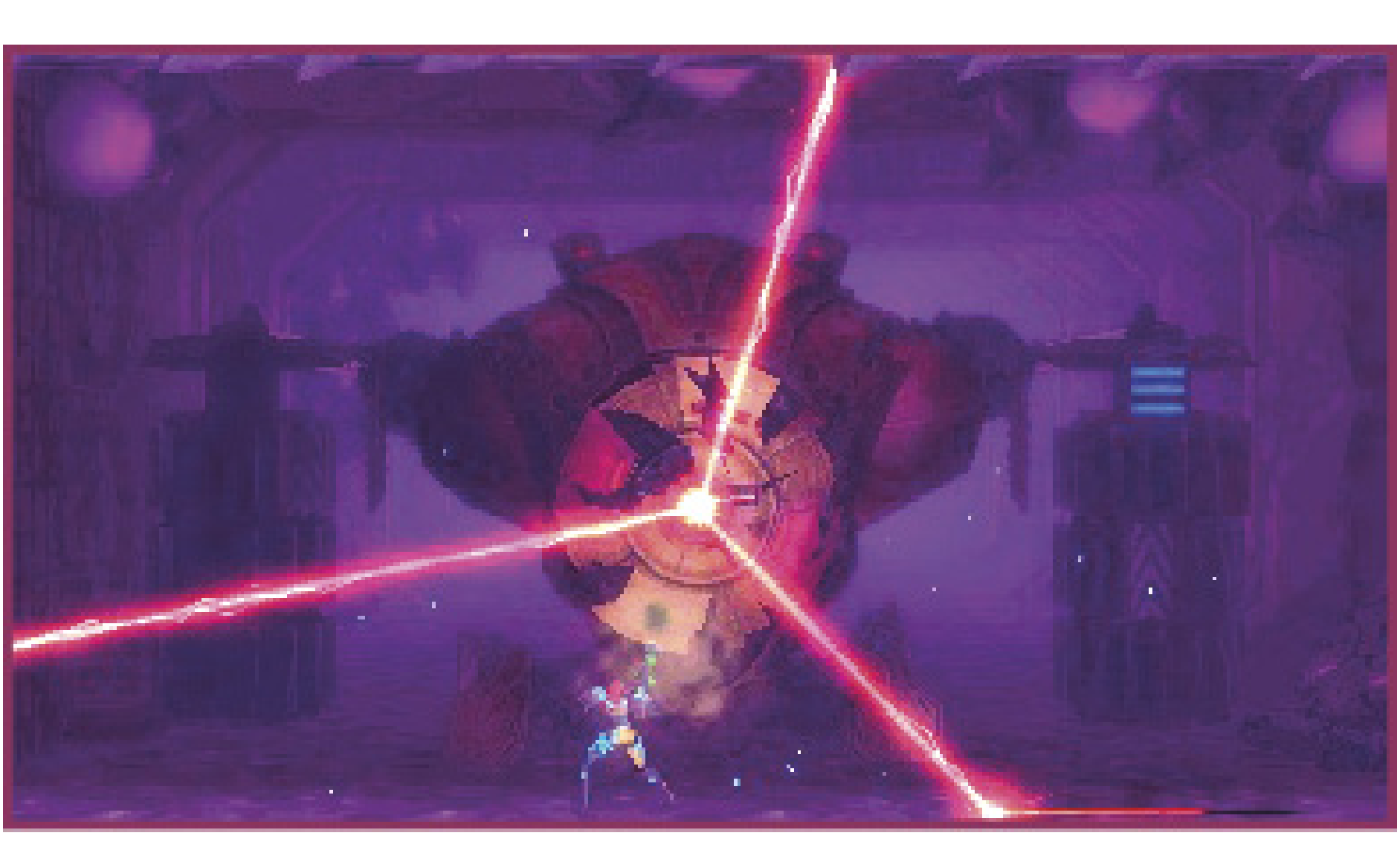


The attack to be extremely careful with is the Diggernaut's wind vortex. Ripples swelling around the Diggernaut's chest signal this attack. Shortly after, a giant tornado pours from the Diggernaut's chest and into the foreground, where it sweeps back and forth across the room. Getting caught in this vortex is devastating to your health bar.



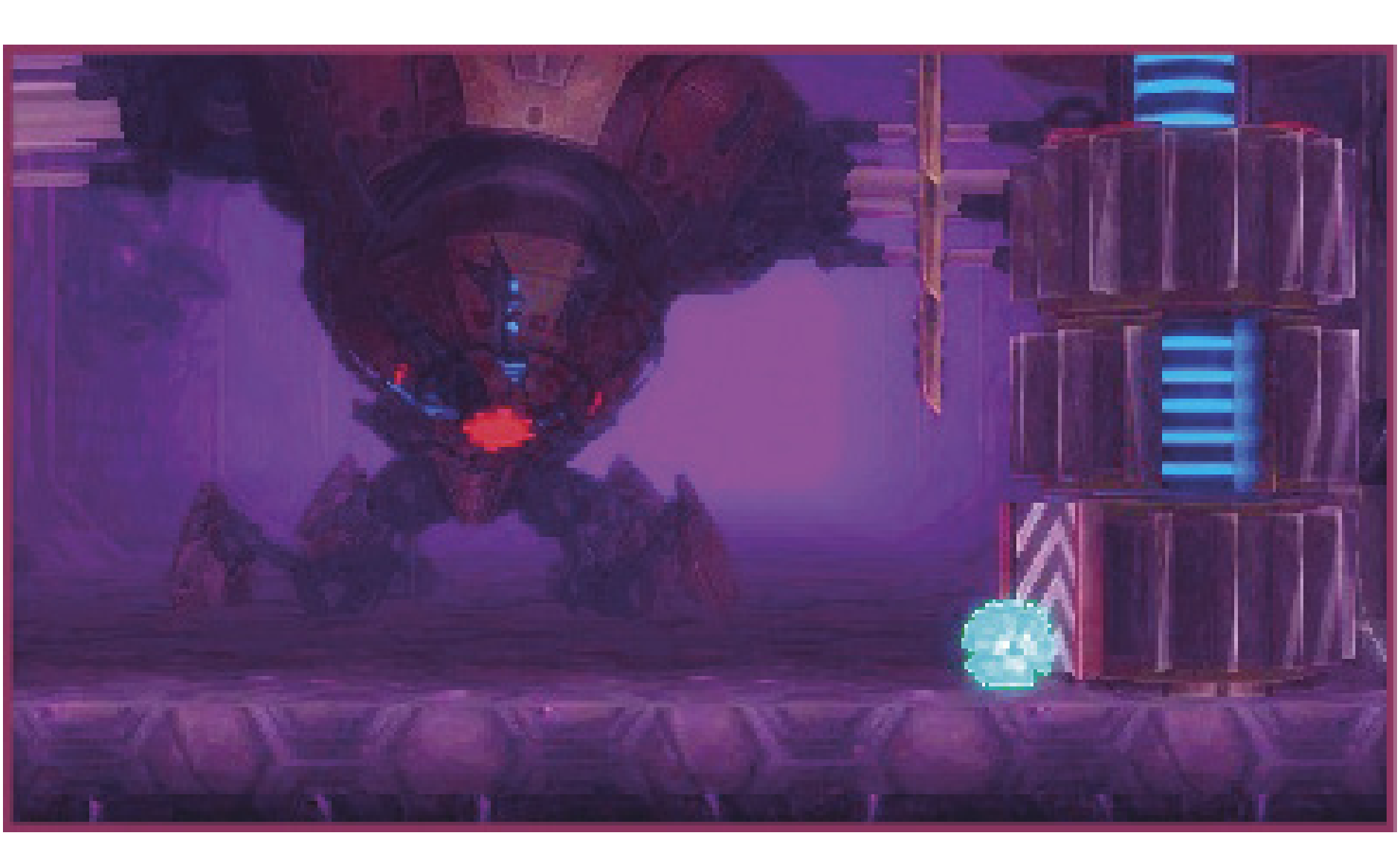
This attack is easy to avoid: Spider Ball up to one of the upper areas of the room, or Space Jump over the vortex. The catch is that you can damage the Diggernaut during its wind vortex—you need to near the end of the fight—and doing so puts you at risk of getting sucked into the vortex.

While the vortex is sweeping the room, get slightly ahead of it and leave a trail of Bombs in its path. The vortex sucks up the Bombs and delivers them right to the Diggernaut's core. Don't overcommit! Once the vortex passes the halfway point of the room, jump and Spider Ball onto the wall. Repeat this process until either the Diggernaut falls over or the vortex stops.



After some time, the Diggernaut sticks its head into the foreground and begins its laser attack once more. This time, however, three lasers spin around the stream, instead of a single laser covering the room's length.

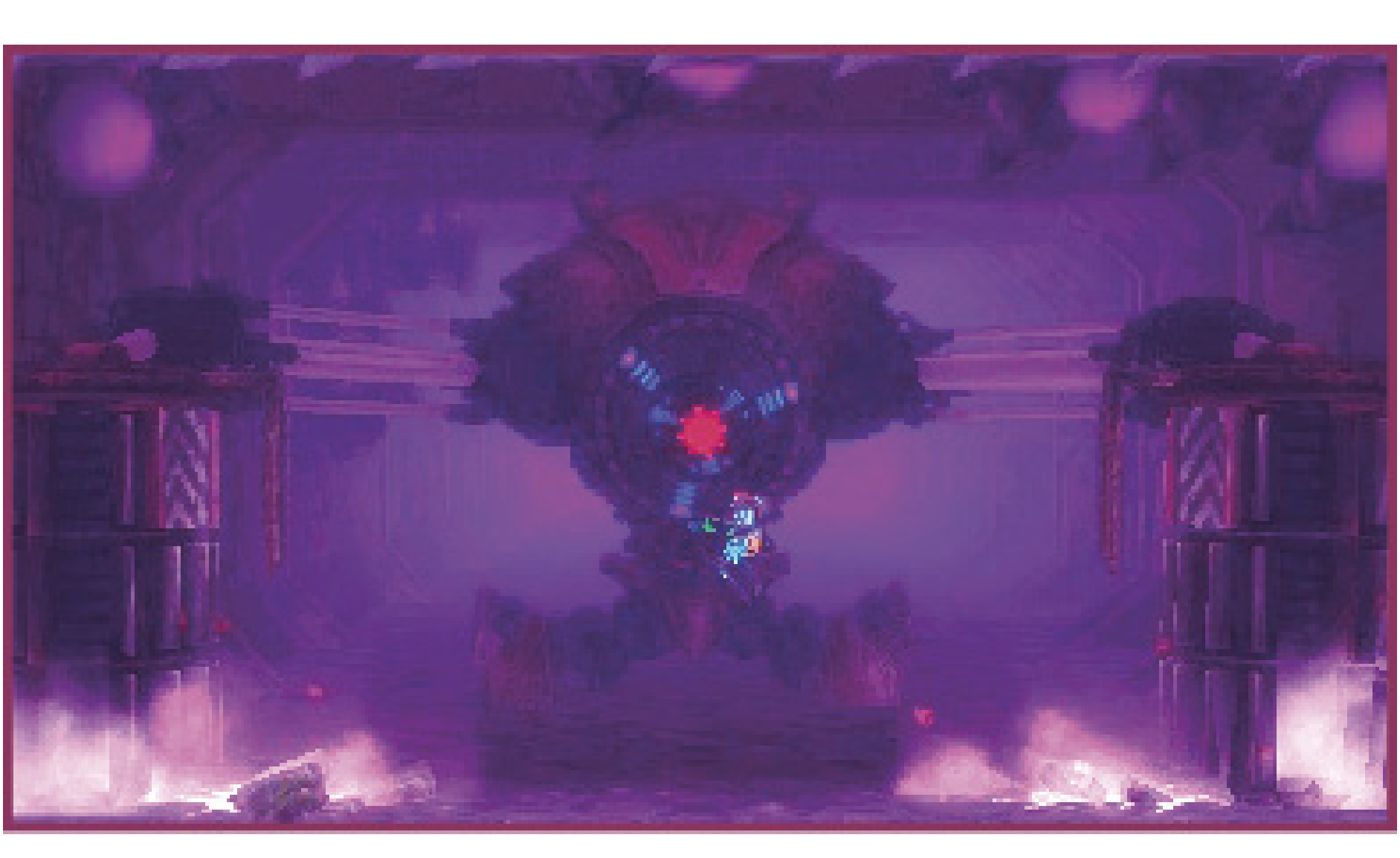
The same strategy applies here: pummel the Diggernaut's head with Super Missiles and avoid the lasers.



Deal enough damage and the Diggernaut drops its grinders again. You must climb and bomb the core of the grinder you didn't bomb last time, but this time climbing is a lot more difficult. Making it up safely requires extra care and patience. This climb is much slower, so a mistake could cost you a chance at bombing the core. You have enough time to bomb the grinder if you move carefully.

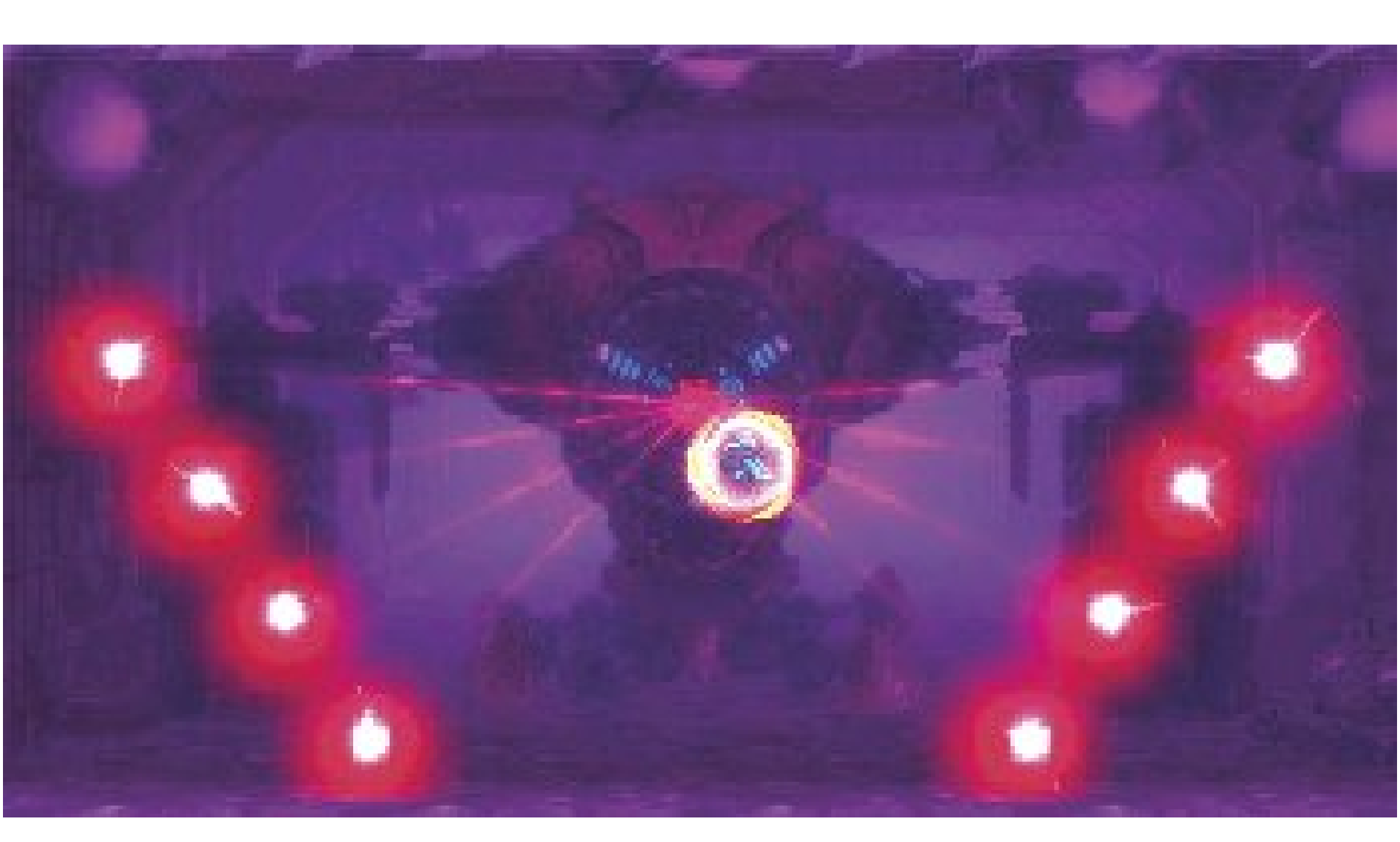
PHASE 3

Once both grinders are destroyed, the Diggernaut stops sticking its head into the foreground. That leaves one method for damaging it: get it to suck up Bombs with the wind vortex. Before you turn your attention to dealing damage, though, it's a good idea to prepare for the two new attacks the Diggernaut brings to the table with this phase.

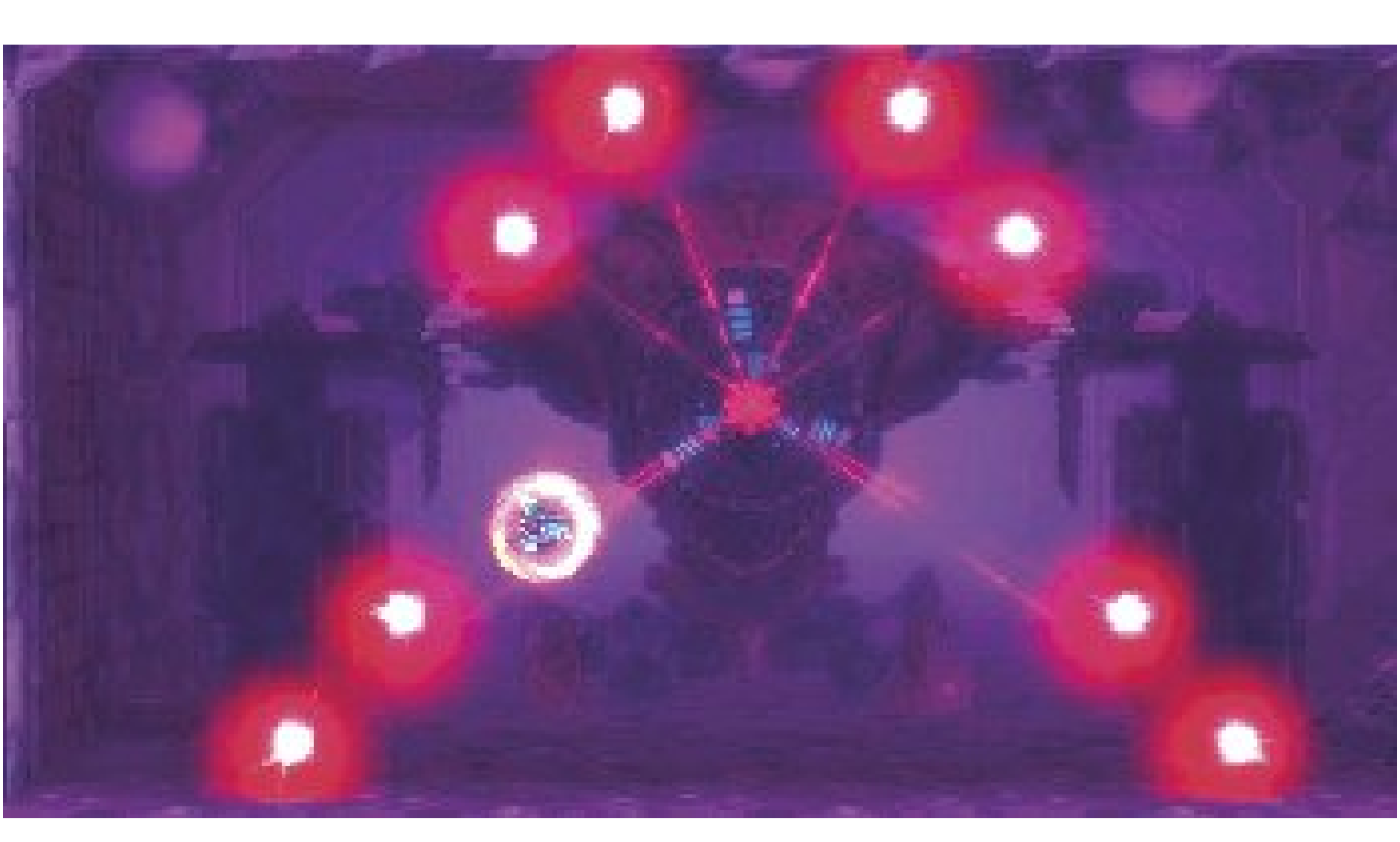


The Diggernaut lifts its grinders into the air, then brings them down hard in the foreground, creating a ground-based shockwave in the process. Getting hit by either the grinder or the shockwave deals substantial damage, so avoid both. The Diggernaut brings its grinders down three times: once with both grinders in the middle, again with them slightly spread out, then a third time right by the room's walls. Wait for it to lift its grinders the second or third time, then run under them and make your way to the center of the room. You're safe in the center, as long as you jump whenever the shockwaves reach your location.

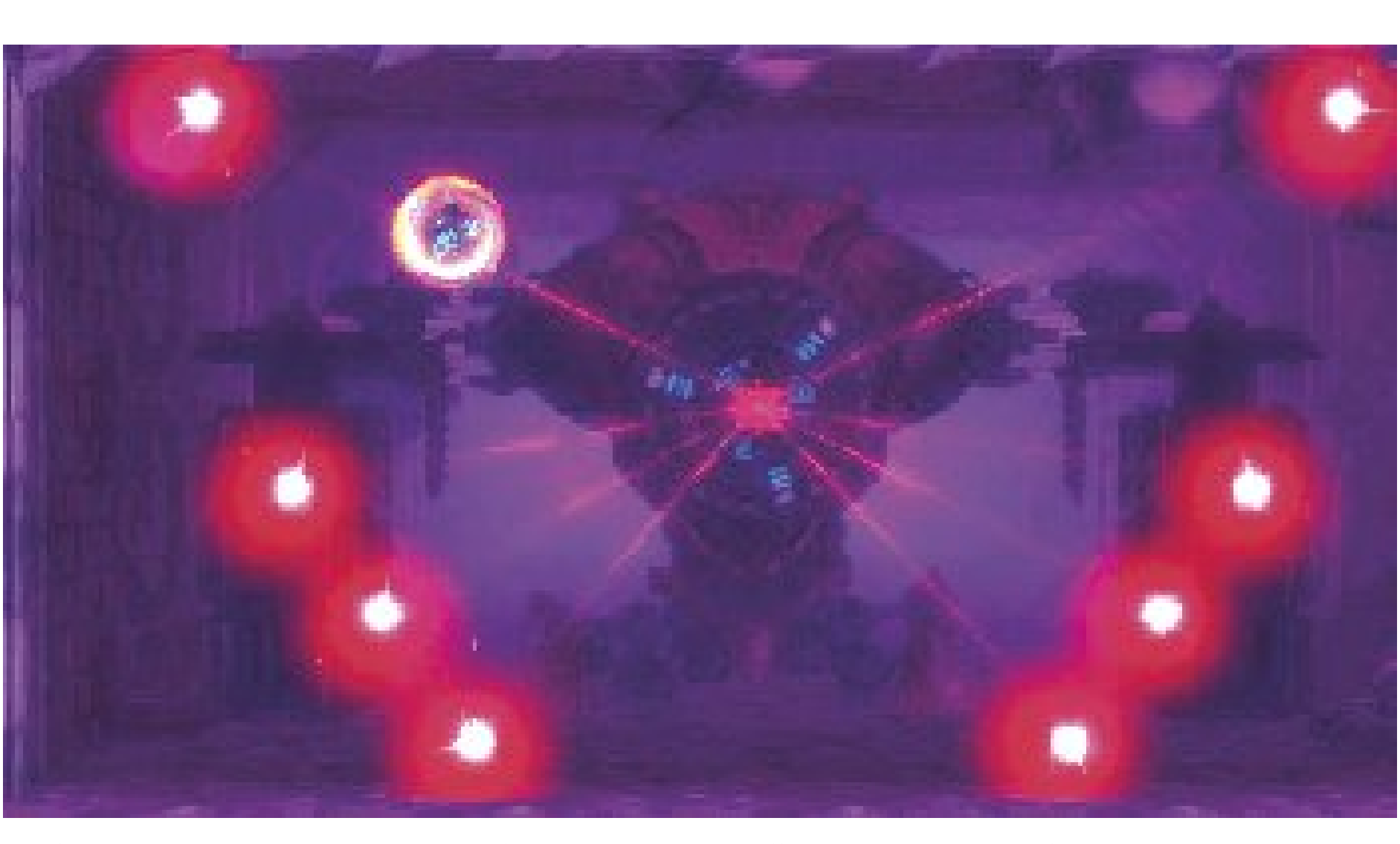
Its final move involves shooting out eight lasers in fixed patterns and bringing them into the center of the room in an attempt to slice you to ribbons. The patterns are always the same:



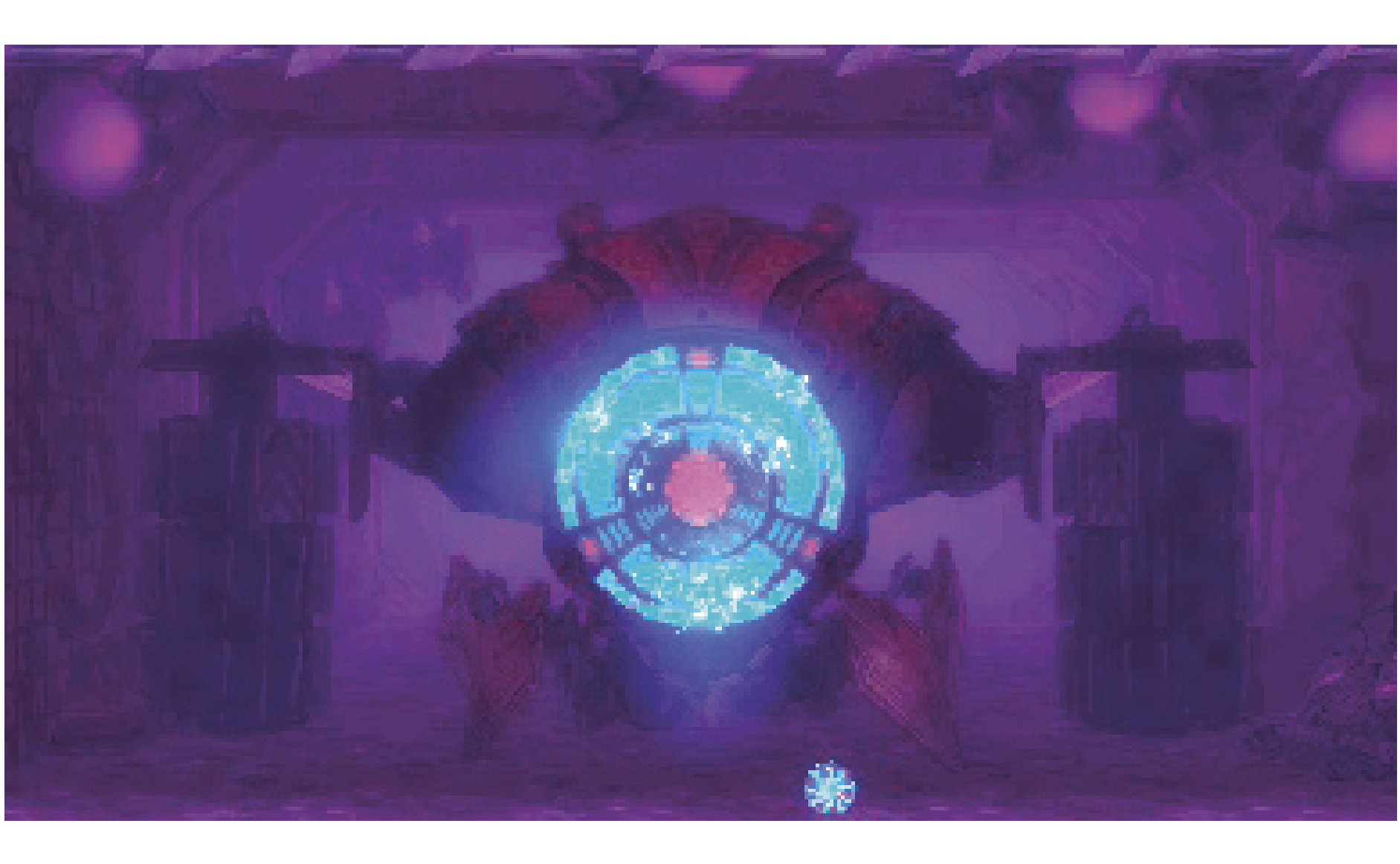
Four lasers on each side of the room slowly move horizontally toward the center.

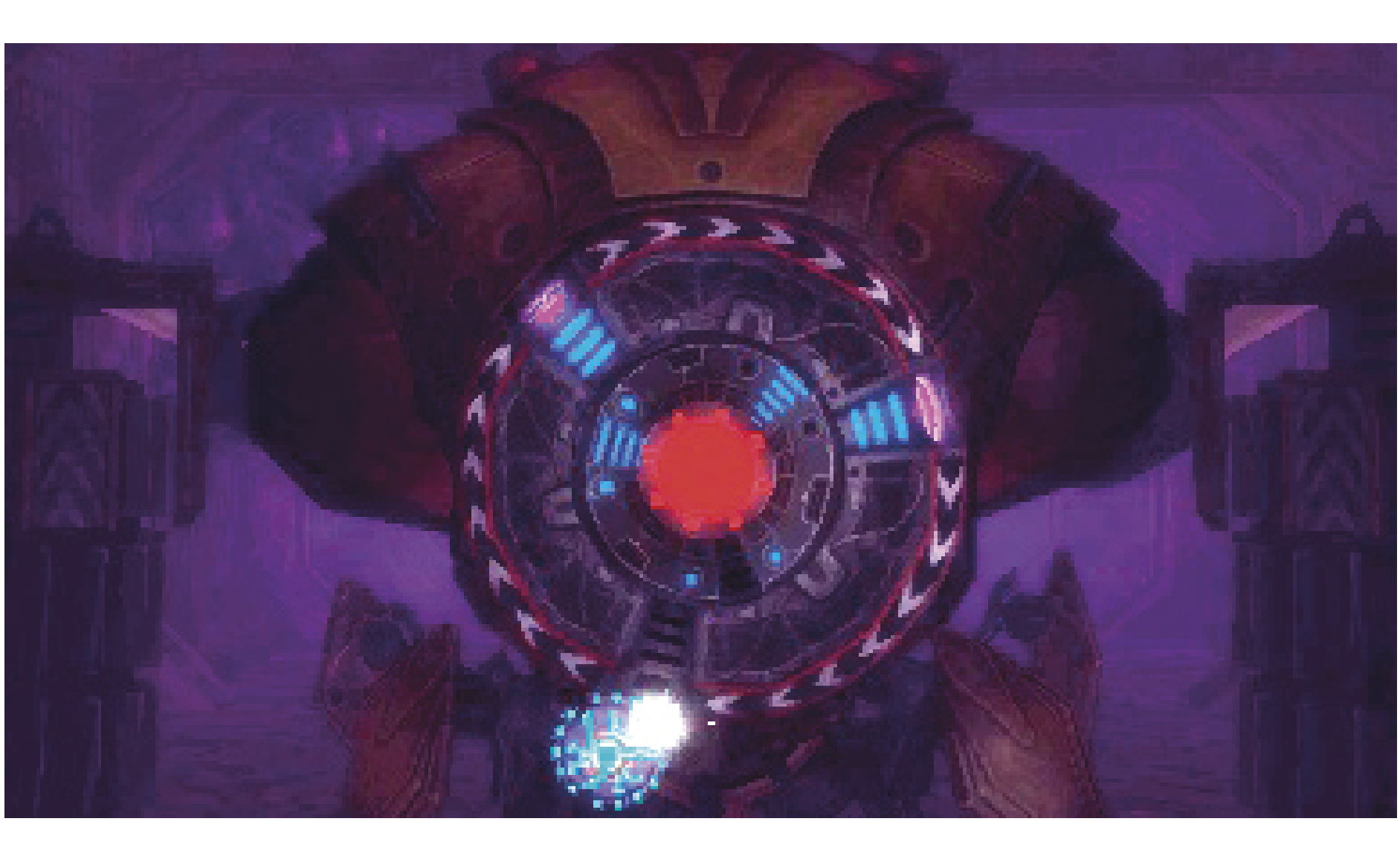


Once the first pattern reaches the room's center, the lasers split into pairs and move across the top and bottom.

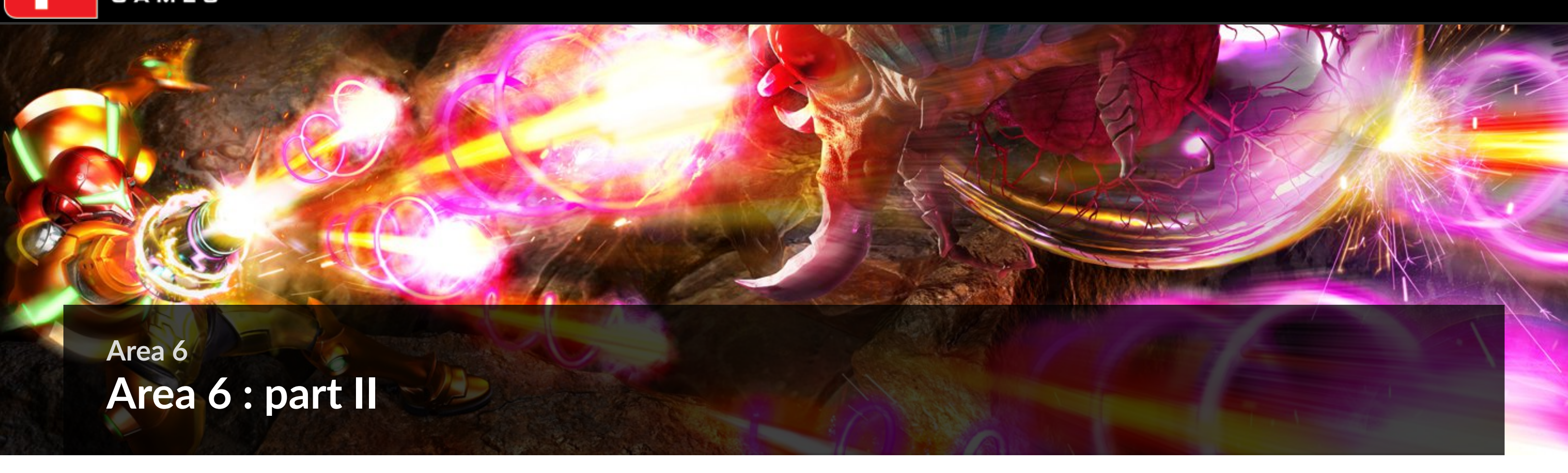


The final pattern is nearly the same as the first, but with a clear difference: the top laser of each set now covers the top of the room. Be extra careful when jumping between the lasers this time. Once you avoid this pattern, the attack ends.

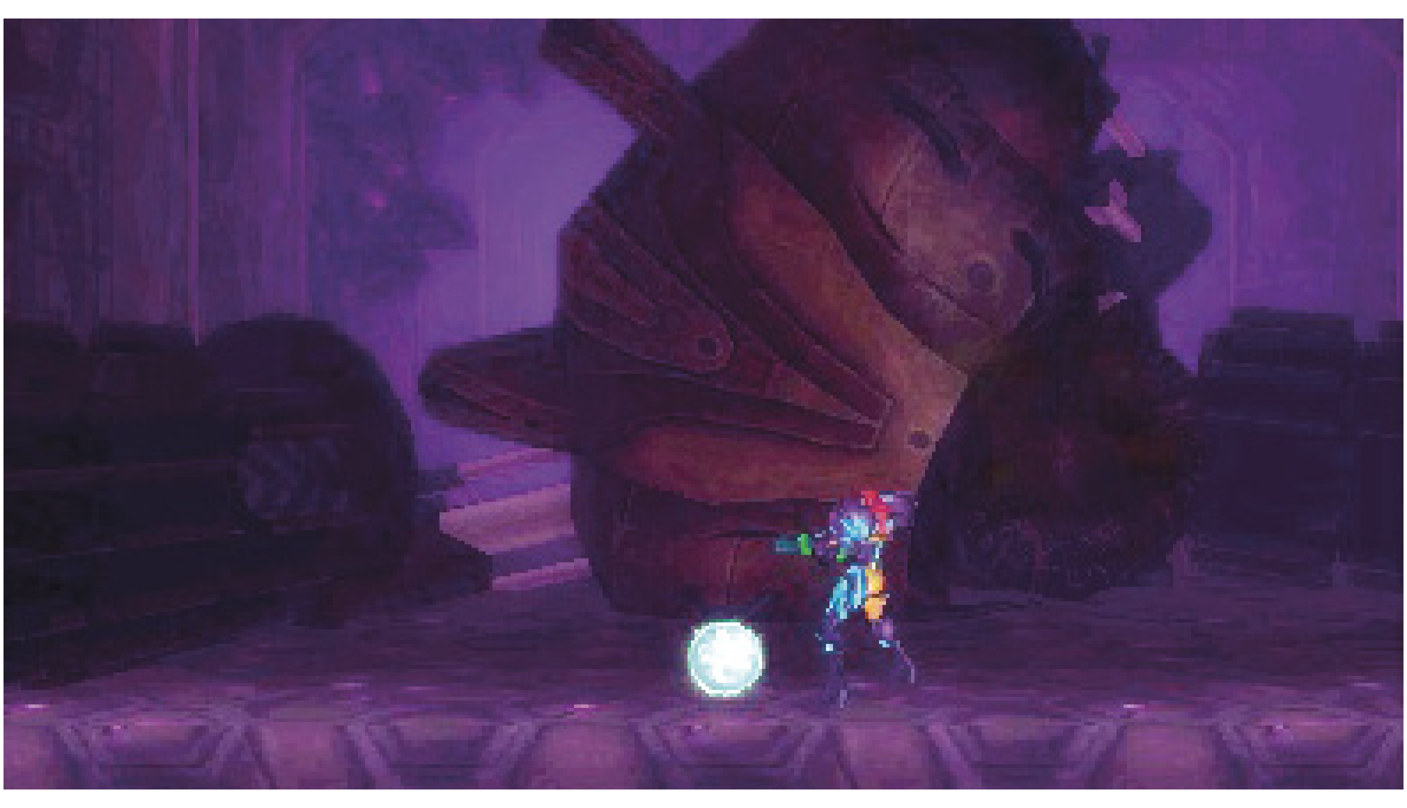




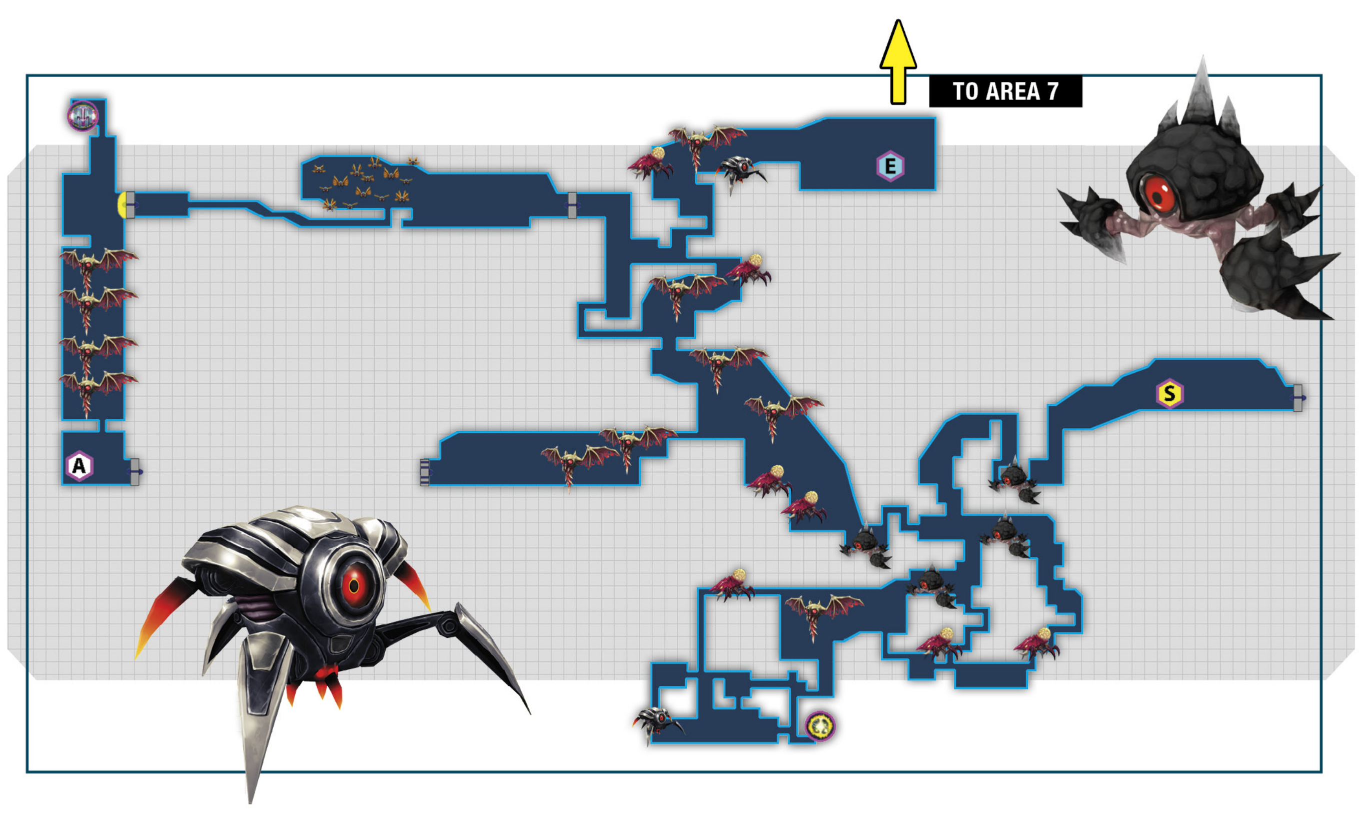
Damaging the Diggernaut enough during the wind vortex attack causes it to bring its head into the foreground again, this time sans laser. Its head is electrified when it first extends forward, so wait a moment. Your job is to Spider Ball onto its head and bomb the three purple panels that line the outside track. Wait until the blue lines all align before planting a Bomb. Once they're aligned and the Bomb blows, an electric current is sent straight into the Diggernaut's red eye. Do this for all three purple panels to finish off the boss. You likely can't get all three in one try, so be ready to repeat this process two or three times.



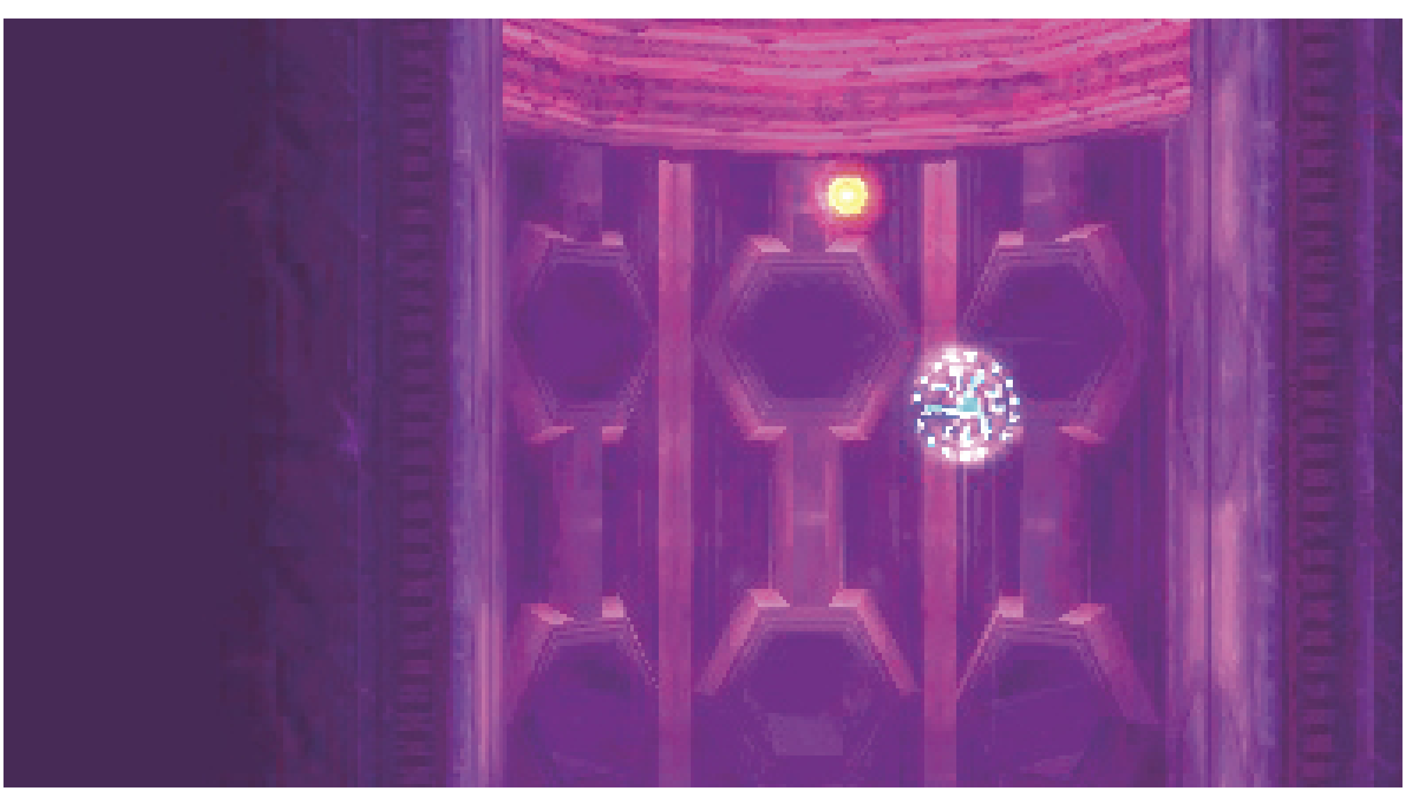
Area 6 : part II

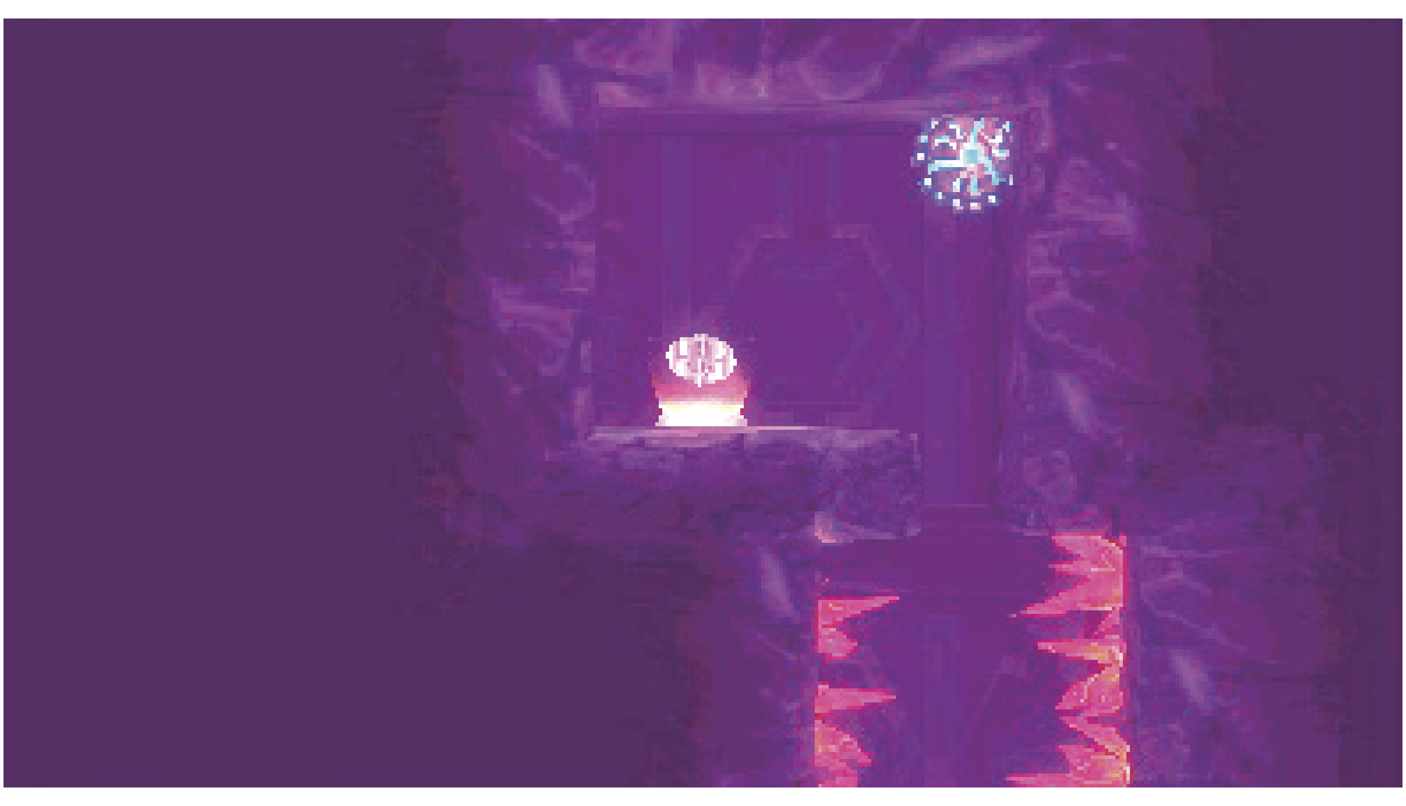


Remember the Item Sphere the Diggernaut stole earlier? Once the boss is defeated, the Item Sphere drops out and is yours to claim. Inside is the Metroid series staple: Power Bombs.



⑨ Roll directly under the hole in the ceiling, Spider Ball to grip the floor, then lay a Power Bomb.



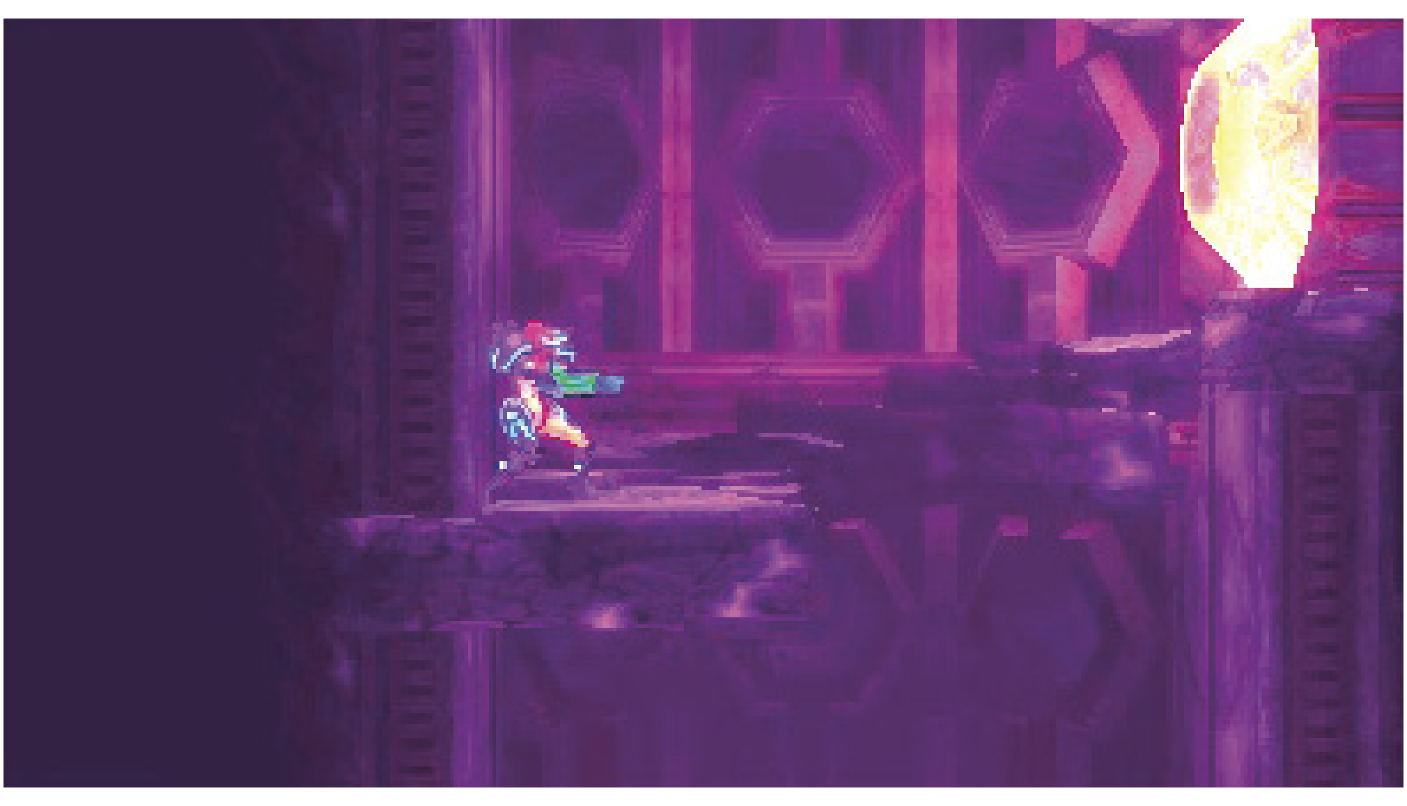


POWER BOMBS: WHAT ARE THEY?

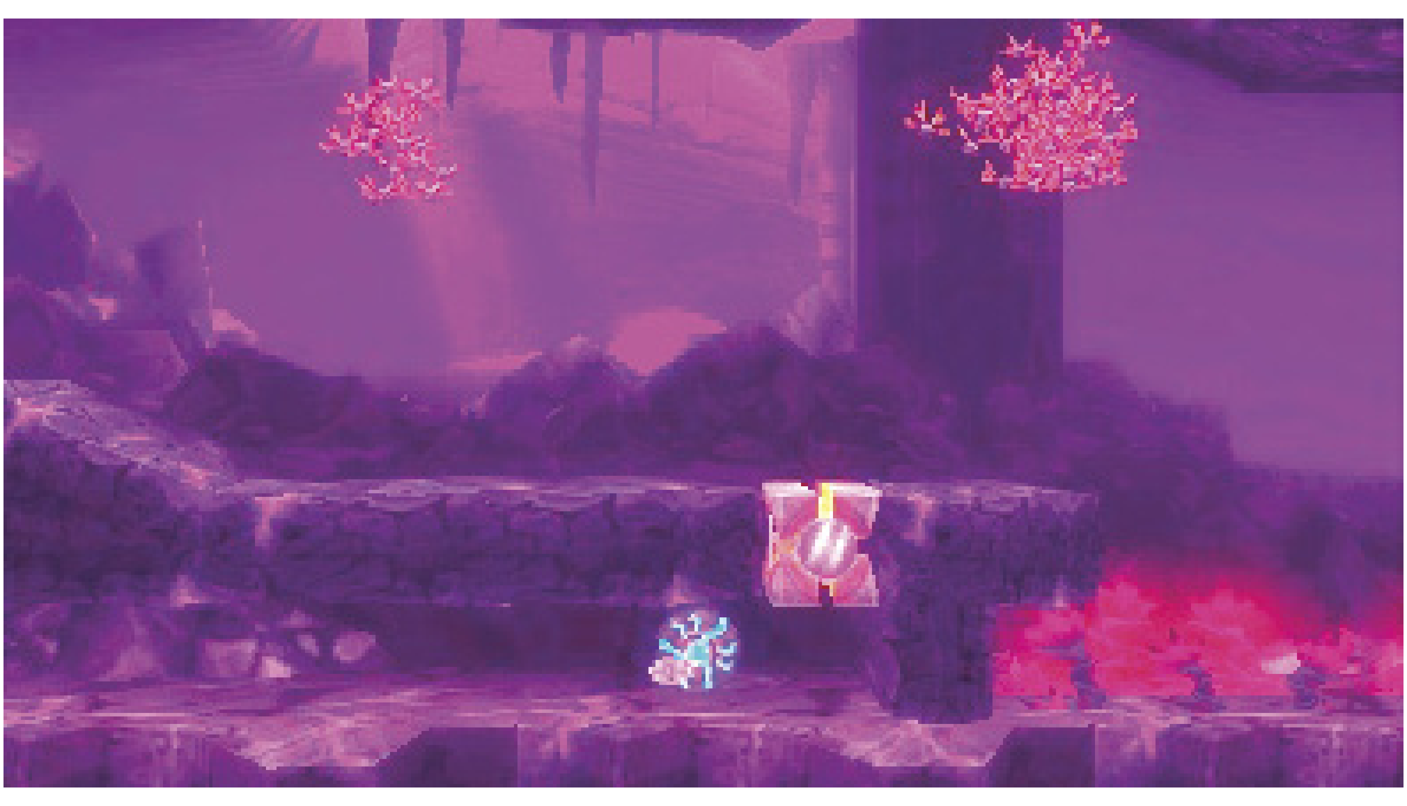
If an explosion bigger than your hopes and dreams is what you crave, you're in luck. The Power Bombs are the ultimate in baddie-slaying technology. While they aren't the best in boss fights, you'll be hard-pressed to find a better weapon not only for defeating large swaths of enemies, but also for uncovering secrets. Set off a Power Bomb to reveal the identities of all nearby destructible Blocks.

The one last Power Bomb trick of note is what we're calling the "Power Bomb Cannon." Spider Ball on any surface, then lay down a Power Bomb (hold the L button, then press the Y button). The Bomb sends you soaring upward, downward, to the left or right. There are plenty of item tanks that require this trick, so remember it well.

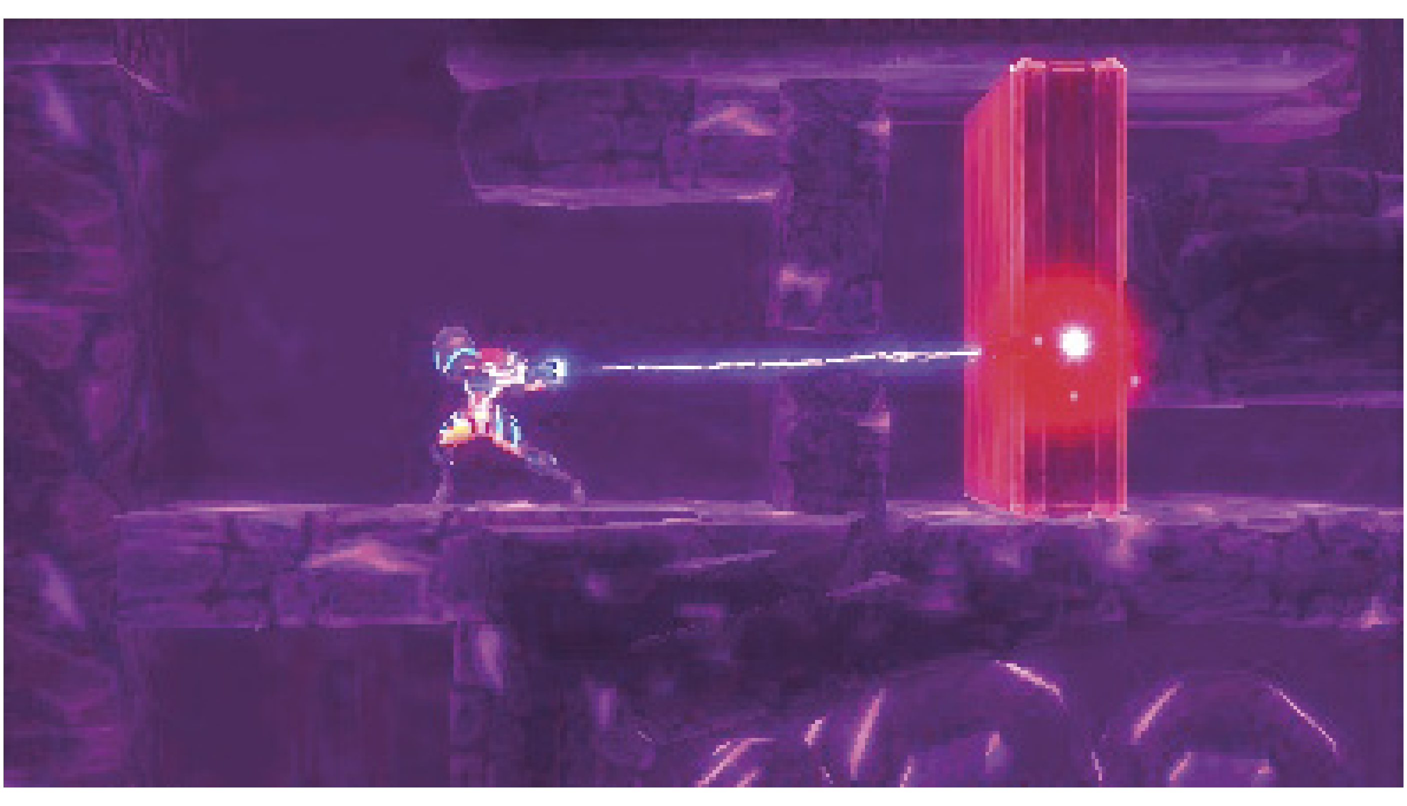
The Diggernaut's shell blocks your way out of the room. Plant a Power Bomb to destroy its remains and gain access to the leftmost door.



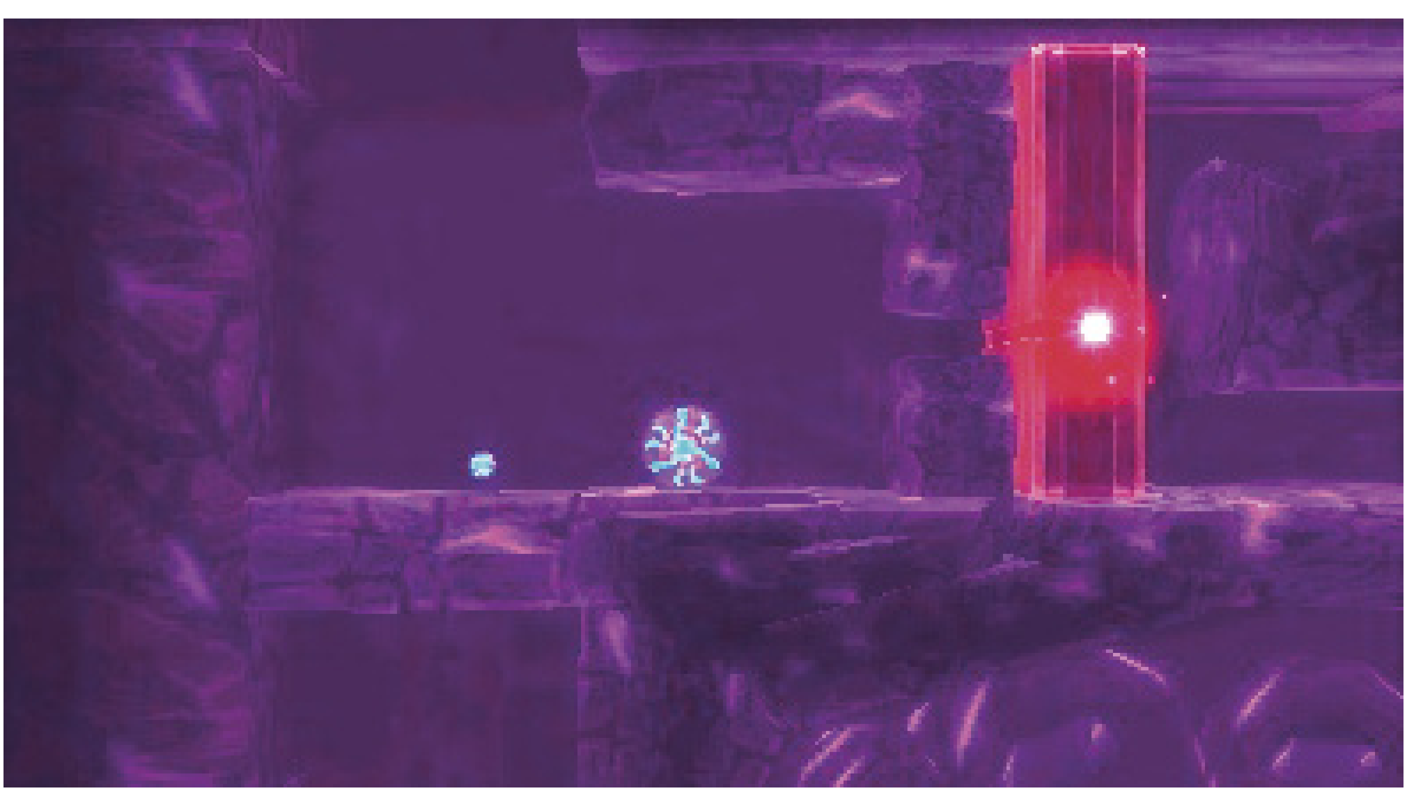
Voilà! An easily obtained Power Bomb via extremely impressive means. Once you grab the Power Bomb Tank, drop down and Space Jump onto the platform left of the Yellow Door. To open it, plant another Power Bomb.



Jump into the Morph Ball passage and roll to the right. When you reach a dead end, plant a Power Bomb to destroy a Power Bomb Block overhead.



Take the door on the right side of the room, then drop into the opening ahead. Pull the Pull Block you find there.



Bomb the Blocks near the left wall and drop down the opening. Another Pull Block obstructs the way.

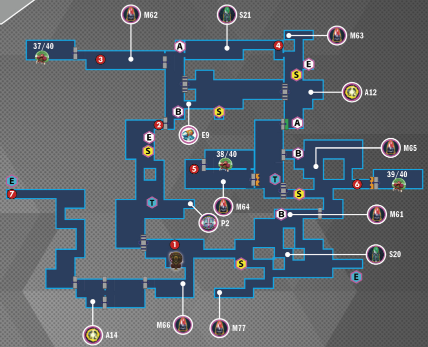
After you remove the Pull Block, roll through the Morph Ball passage and jump onto the platform above and to the right. From here it's a straight shot to the elevator, so make haste!

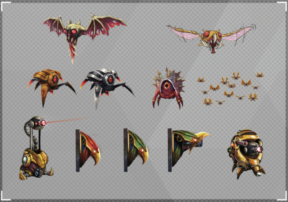
A CLEANUP DELAYED

The Teleport Station is a little too far off the beaten path, given how close the elevator is, so hold off on this area's Cleanup until you reach the end of the next one. There's some delayed gratification, but you get all the goodies soon enough!

Walkthrough

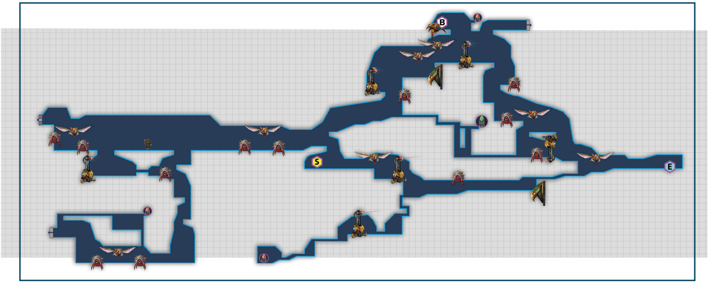
Area 7





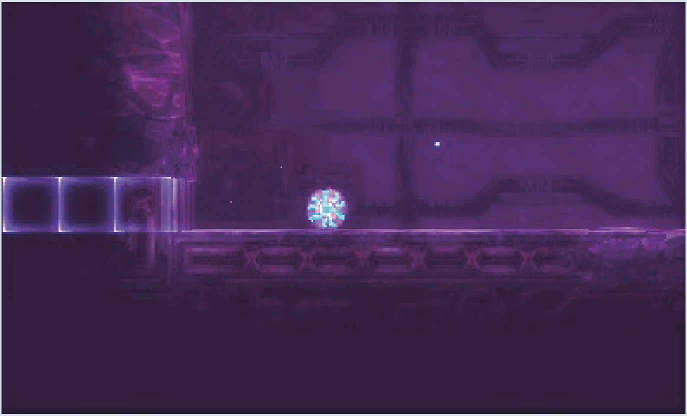
	INACTIVE DOOR	S	SAVE STATION
	BEAM DOOR	T	TELEPORT STATION
	CHARGE DOOR		CHOZO SEAL
	TARAMARGA		AEION ABILITY ARTIFACT
	GIGADORA	E	ELEVATOR
	GRYNCORE		ENERGY TANK
	RED DOOR		AEION TANK
	GREEN DOOR		MISSILE TANK
	YELLOW DOOR		SUPER MISSILE TANK
A	AMMO RECHARGE STATION		POWER BOMB TANK
E	ENERGY RECHARGE STATION		METROID
B	BIG AEION ORB		ITEM SPHERE

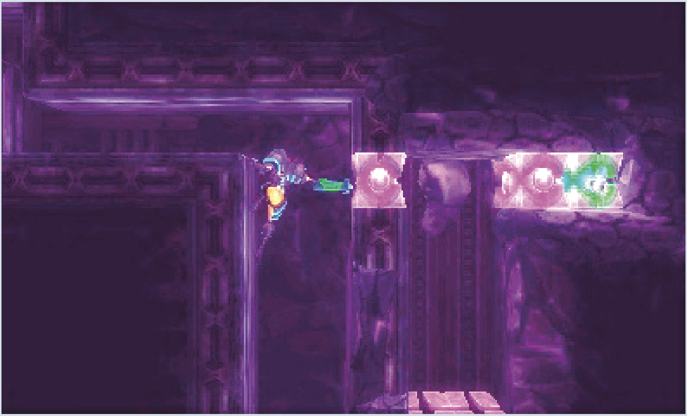
METROID HUSK (ZONE MAPS ONLY)



① At first glance, the path to this Chozo Seal is somewhat convoluted, but it's much simpler than it looks. There are three paths you can take to get through the room following the elevator: the upper path, the lower path, and a path straight through the center. All of them lead you to the Chozo Seal, so long as you're always heading left. Take note, however, that the center and upper paths both lead to items, so they may be worth a visit.

SUPER MISSILE TANK S-20



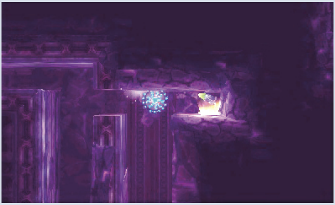


Head directly to the left after getting off the elevator, and jump up when you see the path split between an elevated landing and a Morph Ball passage. Continue left until you reach a wall. Power Bomb the Blocks at the base of the wall to uncover a new path.

Once inside, jump up the corridor and grab on to the ledge. The Blocks immediately to your right are all destructible, and the farthest one conceals a Super Missile Tank. To reach it, roll into the passage above and plant a Power Bomb. Before it detonates, drop back down and grab the ledge once again. Free Aim to the right and wait for the Power Bomb to go off (assuming it hasn't already). When the Power Bomb detonates, it destroys the first two Blocks. Fire a Super Missile at the third Block and quickly jump into the opening. If you're fast enough, you can reach the Super Missile before the Bomb Blocks reappear. If not, drop to the bottom of the small alcove, fall through the Pit Blocks, and try again.

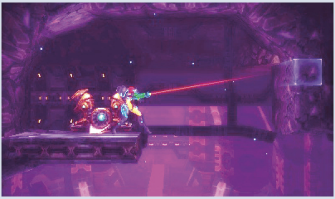
If you're having a lot of trouble, you can Phase Drift as soon as the Power Bomb detonates to buy yourself some extra time.

Once you grab the Super Missile Tank, head through the passage on the left to reach the main corridor.

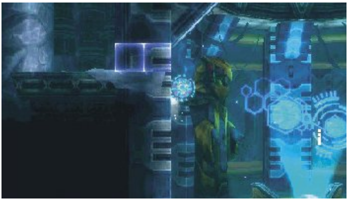


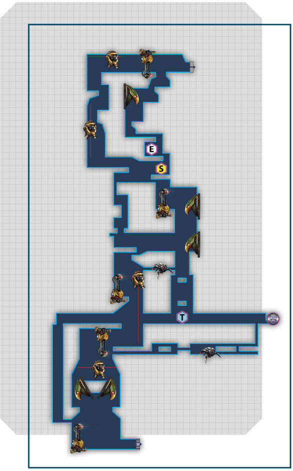
MISSILE TANK M-61

After exiting the elevator, go straight up toward the Big Aeion Orb at the top of the room. Once you're on the Big Aeion Orb's platform, face the right and Free Aim at a slight diagonal angle. Fire a missile at the Block ahead to uncover Missile Tank M-61. Either Spider Ball or Space Jump to claim your prize.

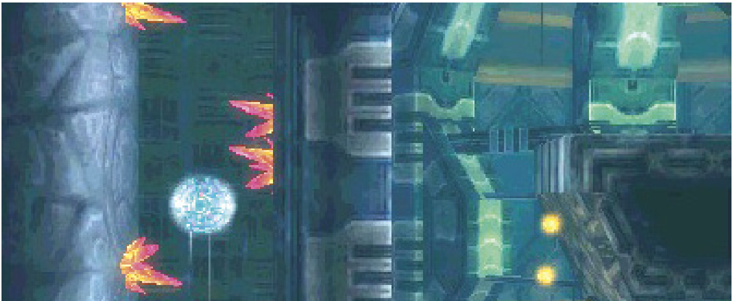


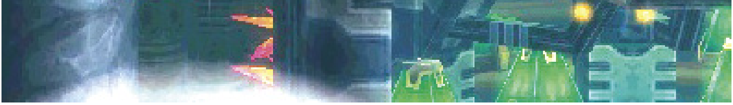
Only four Metroids remain on SR388, according to your Metroid Radar, and three of them are in this area. You're nearing the end of this journey, so hang in there and see your mission through!



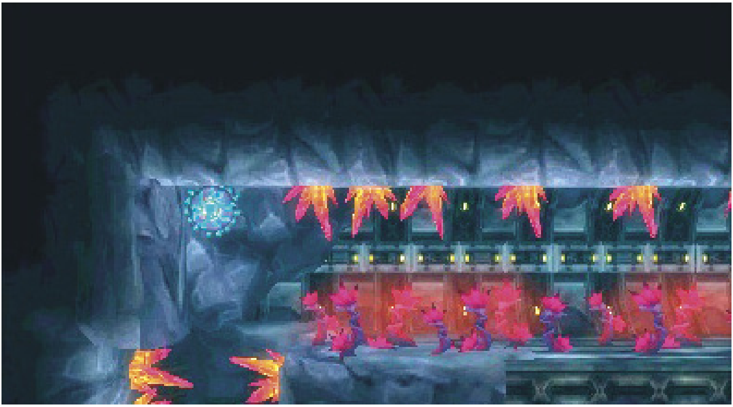


2 Take the door on the left side of the room. This next room is what we're terming the "Chozo Tower. Is it full of Chozo? No. But it's filled to bursting with Chozo security machines and is a difficult place to climb without taking a significant amount of damage—or knowing a clever shortcut.

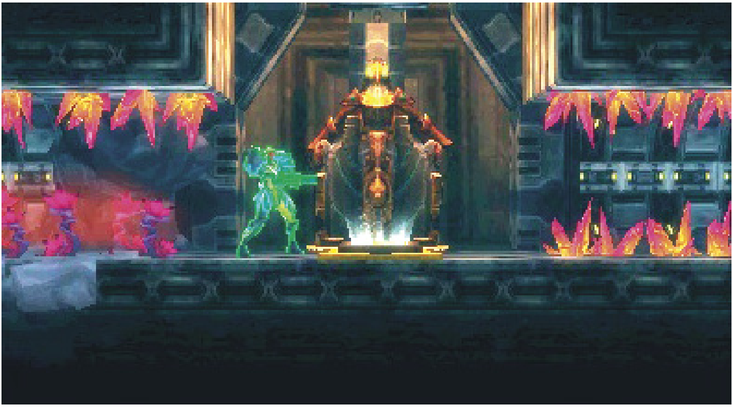




Proceed to the left wall after destroying the Autrack ahead. Bomb the Block under the support beam and enter the shaft. The walls are lined with spikes that offer no clear route through them. Hopefully you saved some Power Bombs, because they're going to come in handy here.



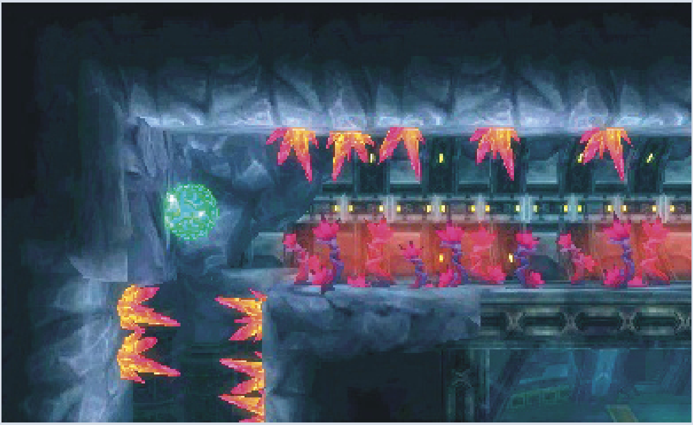
Line yourself up between the spikes, Spider Ball on the floor, and place a Power Bomb. You rocket straight to the top of the chamber, skipping half of the Chozo Tower.



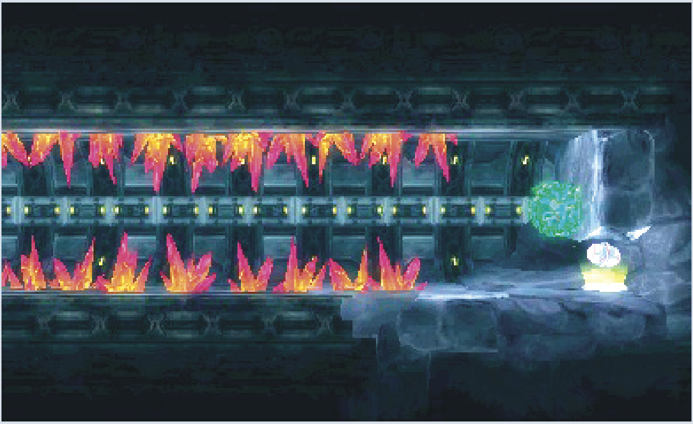
This next part is tricky, however. While gripping the ceiling, turn on your Lightning Armor and release the Spider Ball while holding right. You should land perfectly in the hall to the right.

From here, roll to the right until you reach the Teleport Station near the right end of the room.

POWER BOMB TANK P-2



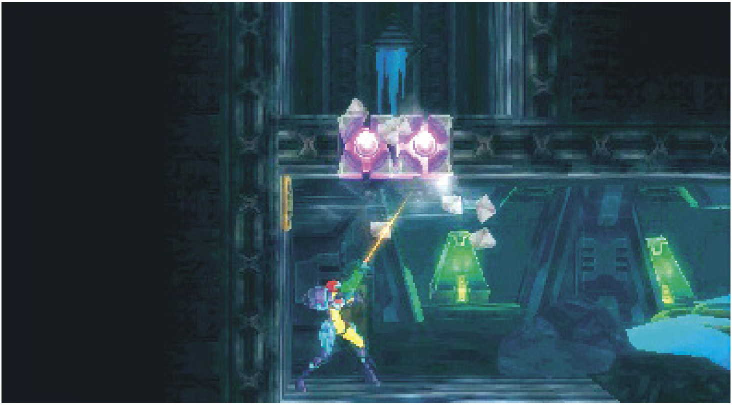
Before dropping off the ceiling into the red-plant- and spike-adorned right-hand hall, roll to the wall on the left, position yourself between the plants and the spikes, and use a Power Bomb to propel yourself across the room to a Power Bomb Tank.

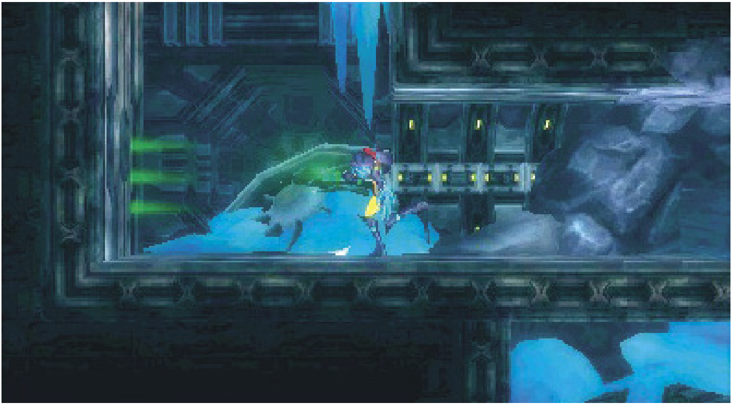


If you have another Power Bomb, blast yourself back across the room and continue following the Walkthrough. Otherwise, roll to the Block just right of the lower row of spikes. You fall through a Pit Block and into a Morph Ball passage. There's a Black Autoad in the passage that you have to deal with to progress, but the path is a straight shot out to just below the plant- and spike-covered halls.

Jump onto the platforms above the Teleport Station and bomb the Blocks to open the pathway. The Blocks above you and under the Fireball Wallfire are Bomb Blocks, so destroy them and jump through the new opening.

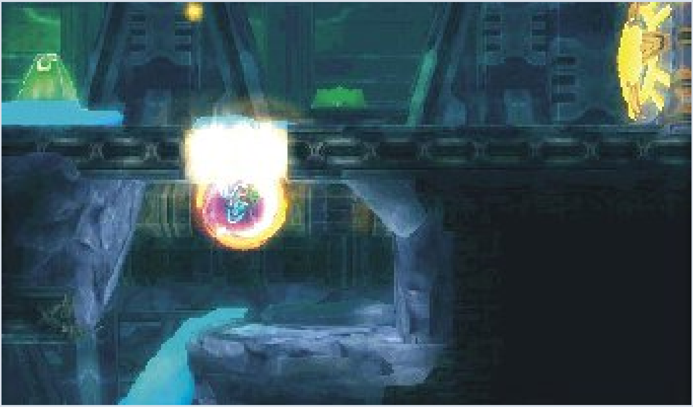
If you still have Power Bombs, head to the left side of the room. Find a fan in the top-left corner barricading a series of Blocks that happen to be Bomb Blocks. This would be a problem if you didn't recently get ahold of Power Bombs. Plant a Power Bomb to clear out all the Bomb Blocks above and gain a clear passage past the fan.



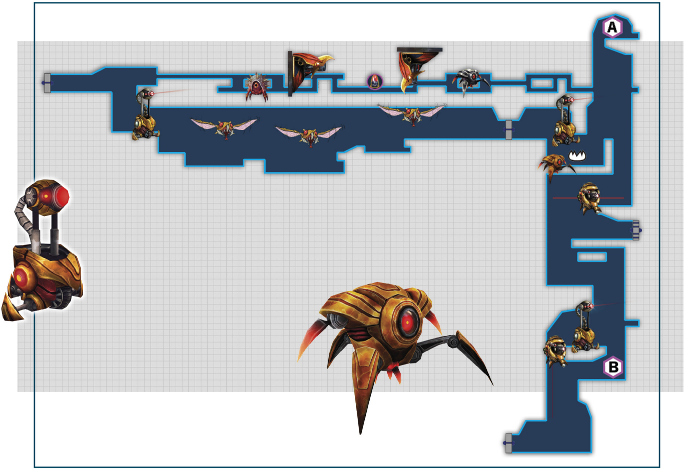


Spot the Save Station on the right side of the tower. There's nowhere to go but left and up. You need to avoid some Gunzoos on the way up, but that's nothing the Lightning Armor and Screw Attack can't easily handle. At the end of the path is the door leading out of the Chozo Tower. Head on through.

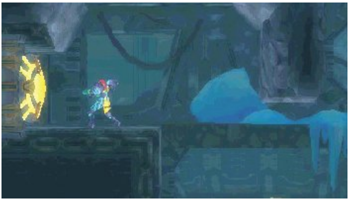
IN CASE OF EMERGENCY



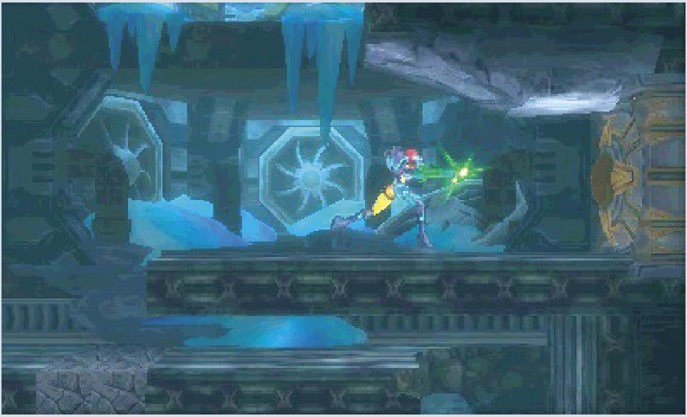
If you're hurting for some health, you can find an Energy Recharge Station below some Blocks sitting before the door at the top-right corner of the room. Shoot them, bomb them, or Screw Attack through them, and then drop down the shaft to find the Recharge Station. It sets you back down to the Save Station, but that's a small price to pay for full health.

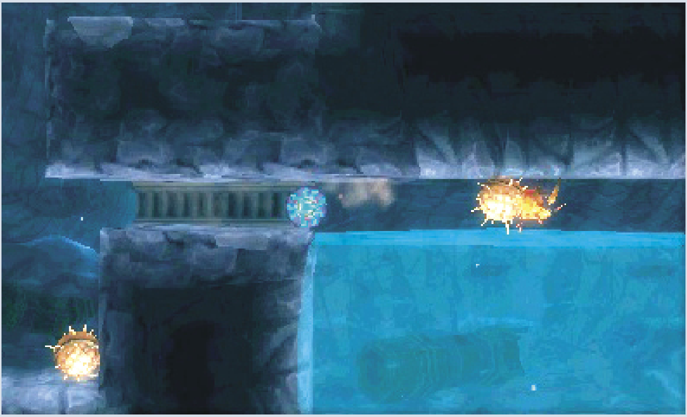


③ If you take the left door at the top of this next tall corridor, you'll be well on your way to your next Metroid. Don't delay! Only four Metroids remain, and this is one of them. Plenty of Chozo security machines inhabit this corridor, but the path to the top is simple.



ENERGY TANK E-9

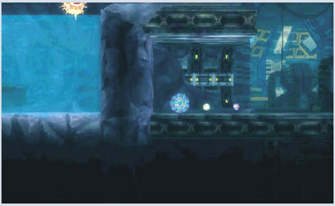


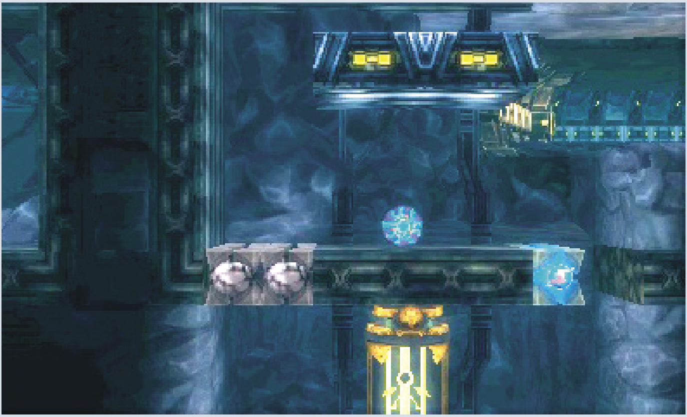


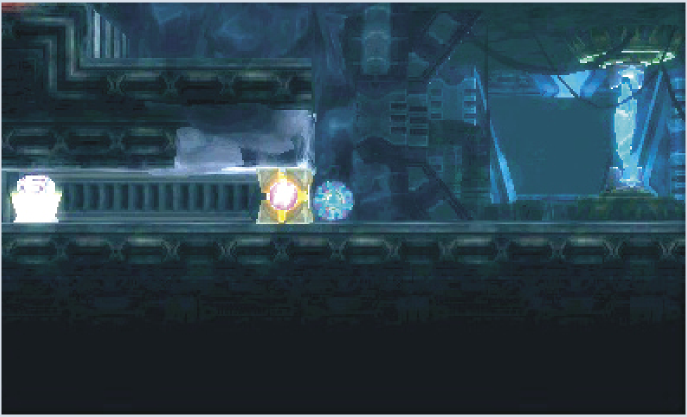
While scaling the corridor, you pass a Charge Door on the right. If you're hungry for another Energy Tank, head through.

Once through the door, turn right and climb into the Morph Ball passage that leads to a pool of water.

Exit this alcove through the Morph Ball passage on the right, then drop down and destroy the Autrack. The Blocks below the Autrack are Bomb Blocks. Bomb them, then drop through the passage.







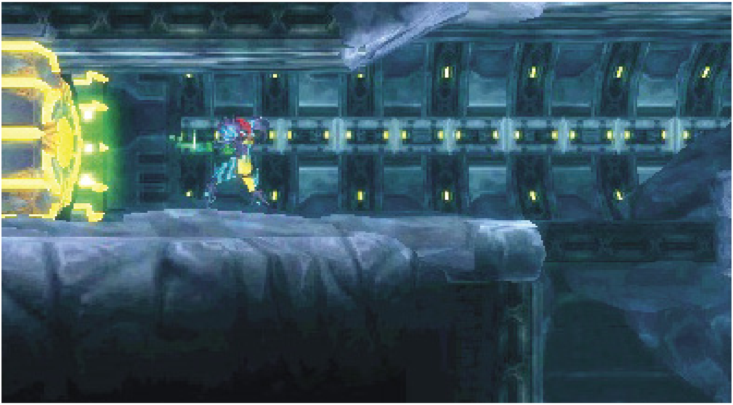
Go left until you see a Save Station below you. The Blocks on the left side of the platform are Pit Blocks, but those at the base of the left wall are Bomb Blocks. Spider Ball on the left wall and bomb the Blocks at the wall's base.

Continue left to see Energy Tank E-9. Place a Power Bomb to destroy the Block guarding the Energy Tank, then claim it for yourself.

After grabbing the item, head up to the Pull Block above, destroy it, and move through the passage it was blocking to fall back into the main corridor.

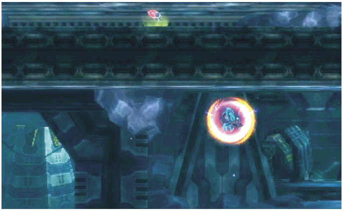
Proceed to the left side of the room and through the door. It's a straight shot with few enemies in your path, so you shouldn't have any trouble making your way there.

The next Metroid lies beyond the door.



PATIENCE, GRASSHOPPER

You'll likely notice the Missile Tank in the upper-middle portion of the room. Don't worry, you get to it soon enough. For now, take the door on the left side of the room; you can come back for this when it's more convenient.



OMEGA METROID

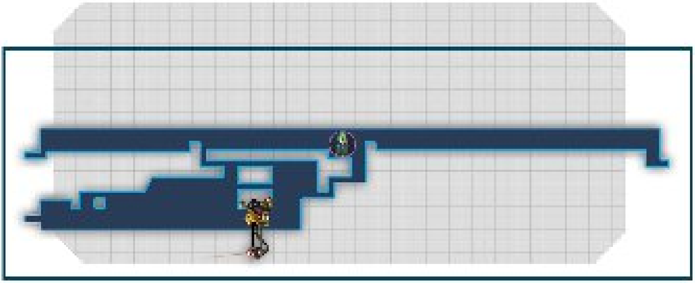
37/40

Another Omega is waiting in its chamber to greet you, but don't worry! This fight is several times easier than the first Omega battle. The reason: Power Bombs. Remember that pesky chest plate that blocks the Omega's core and also self-repairs? A single Power Bomb placed almost anywhere in the room causes that plate to be practically erased from existence. At this point, all you need to do is sink a swath of Super Missiles right into that bulbous blue core and the Omega is done.

The attacks are all the same as in the previous fight, but Power Bombs give you the ability to interrupt some attacks if the Omega's chest plate has regenerated. Whenever the plate regenerates, place a Power Bomb and shoot the core.

Shattering the Omega's chest plate often prompts its counterable attack. Once you place that Power Bomb, get in close and wait for the counter opportunity.

If you find yourself struggling with this Omega, flip back to the first Omega fight in the Area 6 section of this Walkthrough.

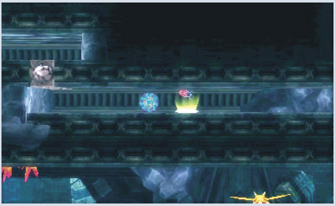


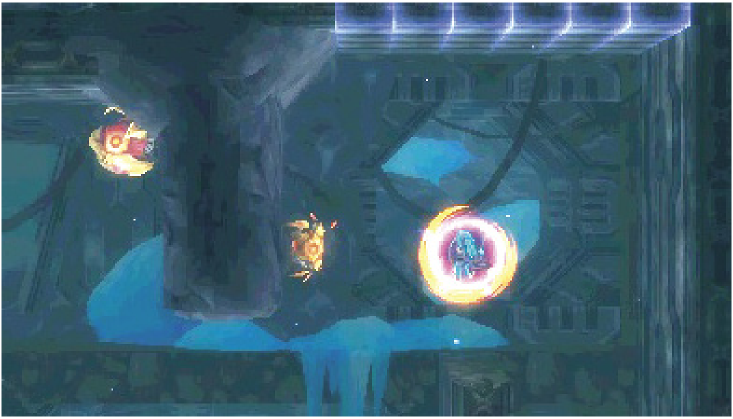
④ You need to return to the tall corridor connected to the door on the right side of ③'s room. Either double back and return the way you came, or follow the tip labeled "Missile Tank M-62 and exit the room while grabbing a Missile Tank.

MISSILE TANK M-62

When you exit the Omega's chamber, instead of dropping down and backtracking through the room, head to the right wall and place a Power Bomb. This destroys a Power Bomb Block and grants you access to the room's top half. Enter the passage and follow it to the right. If you have more Power Bombs, use them to make short work of any enemies you see.

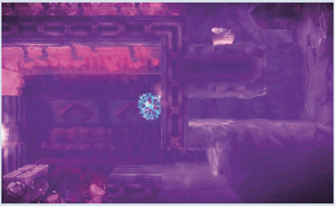
The Missile Tank is just past the Black Wallfire. Grab it, then continue right to find yourself back in the long corridor connected to ② and ③.

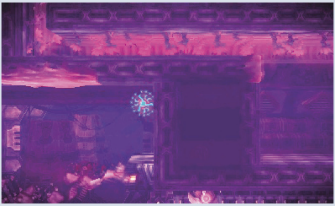




Once you're back in the tall corridor, head to the right side. The platform above you (and below the industrial-sized fan) is made up of Bomb Blocks. Bomb it, then jump up to the Ammo Recharge Station at the top of the room.

SUPER MISSILE S-21



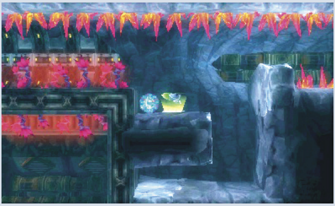


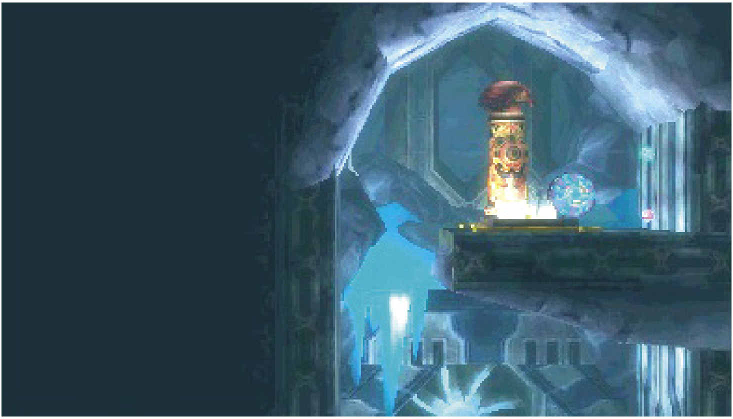
Before climbing up to the Ammo Recharge Station, blow up the Block at the base of the wall directly right of the platform made of Bomb Blocks.

Jump onto the platform ahead, but don't move forward yet. The entire platform, aside from a few specific spots, is made up of Pit Blocks. With the ceiling covered in goo, the only option for crossing these Blocks is the Phase Drift. Activate it and move to the right. As soon as you reach the right wall, Spider Ball onto it.

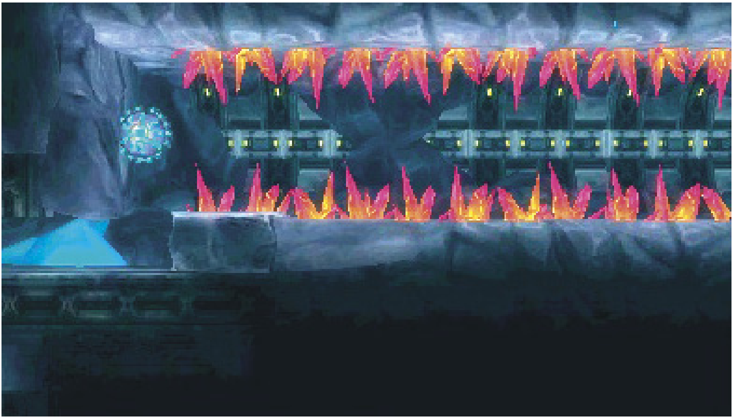
Bomb the center of the wall to create a path through. The next set of Blocks below you is also made up of Pit Blocks. Activate Phase Drift again, proceed toward the right wall, and Spider Ball onto it.

From there, Spider Ball up and around the ceiling; the platform below the first row of red plants is also made up of Pit Blocks. Roll up to the second row of red plants and go right to reach the Super Missile Tank.

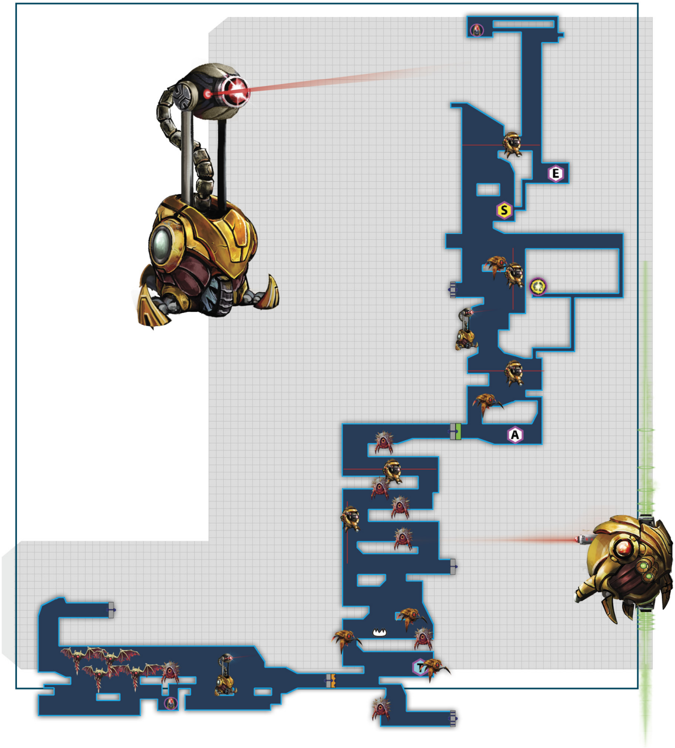




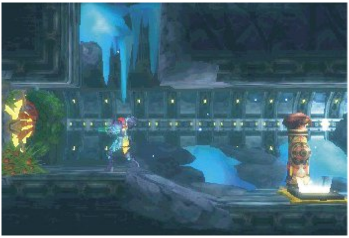
Bomb the Blocks at the base of the wall to the right of the Ammo Recharge Station, then pass through the opening.



Spider Ball onto the left wall in the next room and position yourself between the rows of spikes lining the floor and ceiling. Place a Power Bomb and watch the magic happen.

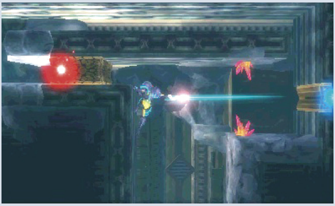


⑤ Your next stop is this area's second Metroid. To reach it, roll through the hole at the end of the spike-covered passage you just blasted across. You're dropped to the center of the corridor as soon as you roll into the room. Continue downward and head through the Gryncore-covered door at the bottom of the corridor.

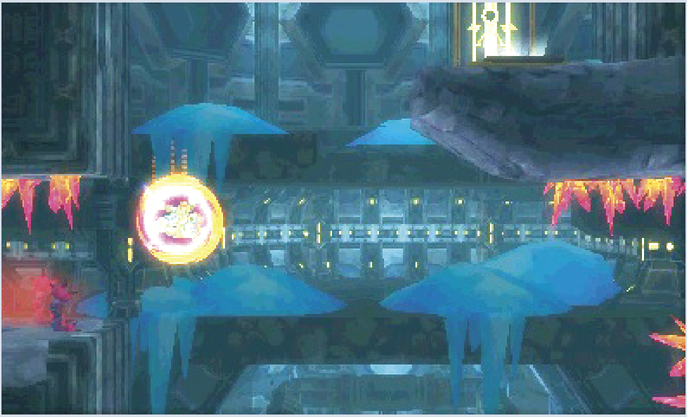


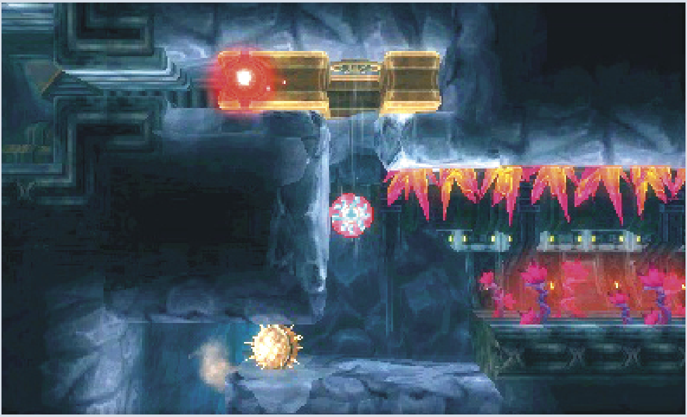
MISSILE TANK M-63

Before heading down, head up—to the top of the corridor, specifically. You find a pair of spikes, a Pull Block, and a grapple point scattered about the room. Grab on to the ledge just right of the Pull Block. Free Aim between the spikes and pull yourself through to the grapple point. Jump into the passage above and roll to the left to reach Missile Tank M-63.



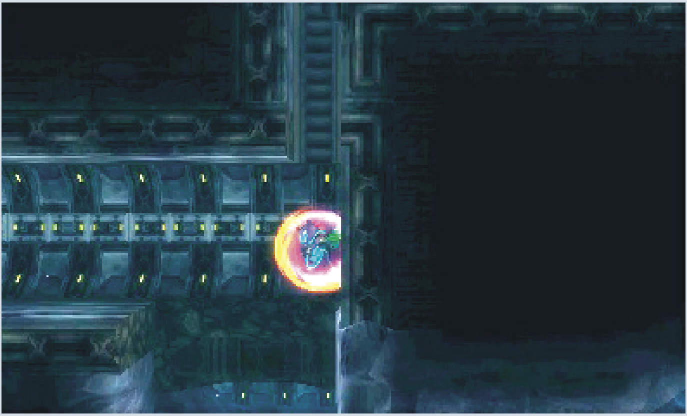
AEION TANK A-12

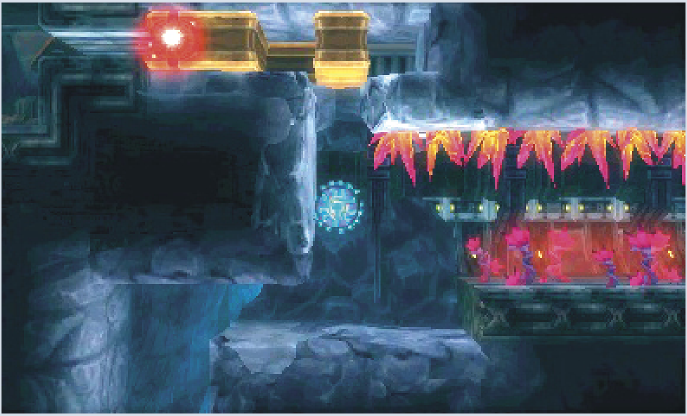




In the center of the corridor, above the Charge Door but below the Save Station, you see a hall on the left covered in spikes and red plants. Activate your Lightning Armor and head on in.

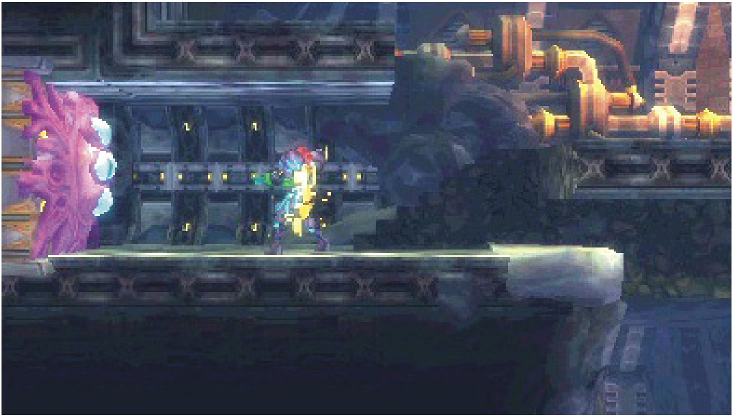
The Aeion Tank is through the spike-covered passage across from the one you just jumped in, but you need to launch yourself with a Power Bomb from the left passage to get there. Problem is, when you get out of the red plants at the left end of the left passage, a Bomb-eating fan is there to greet you—and it's in the perfect spot to suck up a Power Bomb.



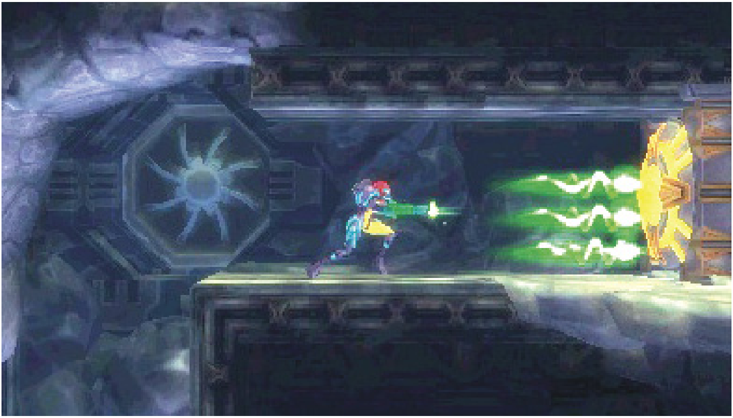


Roll through the passage on the left, drop down, then continue left. Destroy the Block in the top-right corner away from the left door and climb up the passage. Pull the Pull Block ahead to obstruct the fan vent, then double back to the spike and red-plant tunnel.

Line yourself up between the spikes and the plants and launch yourself with a Power Bomb. Drop down the shaft at the end of the second tunnel to find the Aeion Tank up ahead.



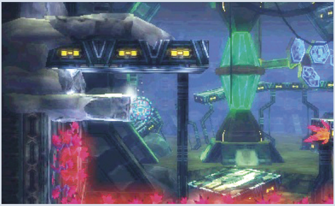
Go down the next corridor until you reach the Gigadora-covered door in the bottom-left corner.



Screw Attack through the wall ahead and make your way to the left side of the room. Once there, jump to the upper-left corner, then take the door on the right. This area's second Metroid is in that room.

MISSILE TANK M-64

The Missile Tank in the center of the room is easy to obtain. Head to the left side and Spider Ball down to the stone platform hanging over the red plants. Place a Power Bomb while gripping the platform's side; the Bomb propels you directly to the Missile Tank's alcove. Grab it, then Screw Attack the platforms above to get out.

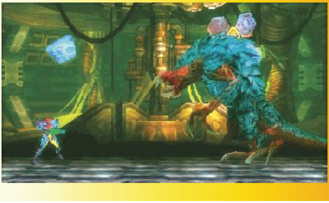


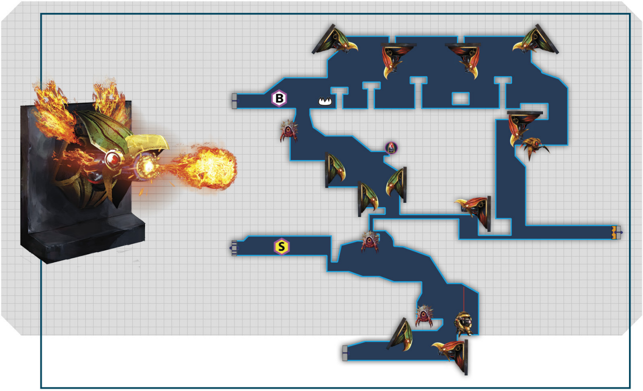
OMEGA METROID

38/40

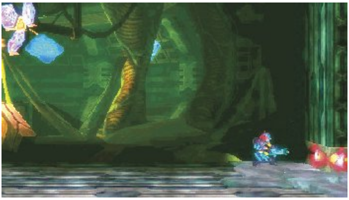
Don't waste time: plant a Power Bomb and get that chest plate removed. Move in close and put those Super Missiles to good use. To keep the fight from dragging on, take care not to waste any of your Super Missiles. Dodge the Omega's attacks, wait for the opening, then dive in and fire. If you feel the last fight went well, expect this one to go even better.

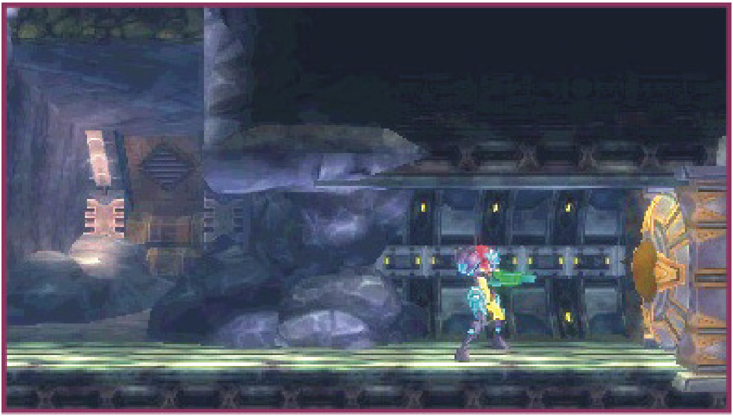
Watch out for the Omega's tail swipes, and get into the air when it engulfs the floor in flames. Be ready for its surprise jump attack, and avoid its concentrated fire beams. Remember, the Omega usually performs its counterable attack immediately after having its chest plate Power Bombed, so be ready to catch it if it happens. Wrap this one up, and you can consider yourself an expert on Omega-slaying.



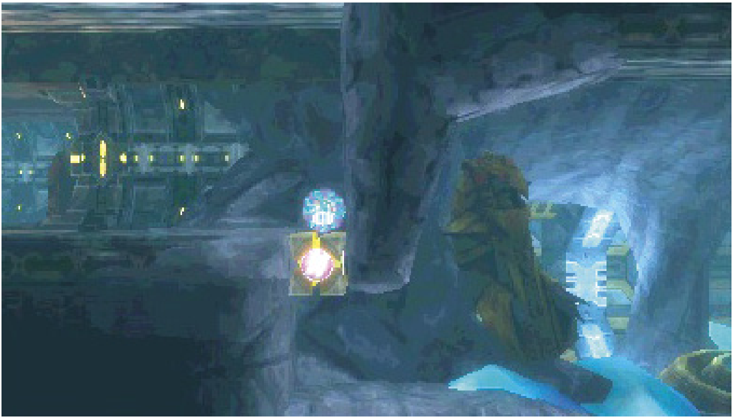


⑥ One more Metroid and you'll have enough DNA to activate the Chozo Seal. Luckily the final Metroid is quite close to this location. Head to the right side of this room and shoot a missile at the bottom Block on the wall. Roll to where the Block was to fall through a Pit Block, back to the room below.

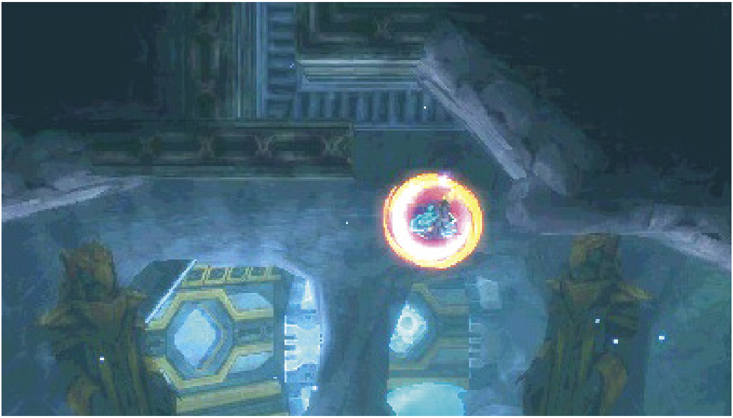




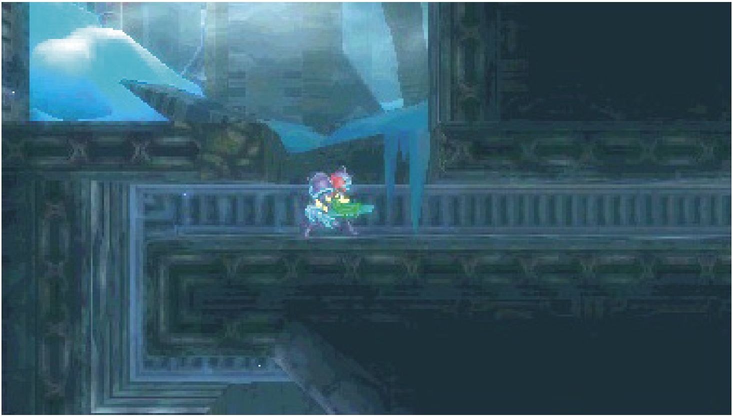
Exit the room, then roll into the Morph Ball passage ahead. Drop down and take the Charge Door on the right.



Continue right until you reach a wall. Plant a Power Bomb to blow up the Block near the wall's lower corner, then proceed through the now-open passage.

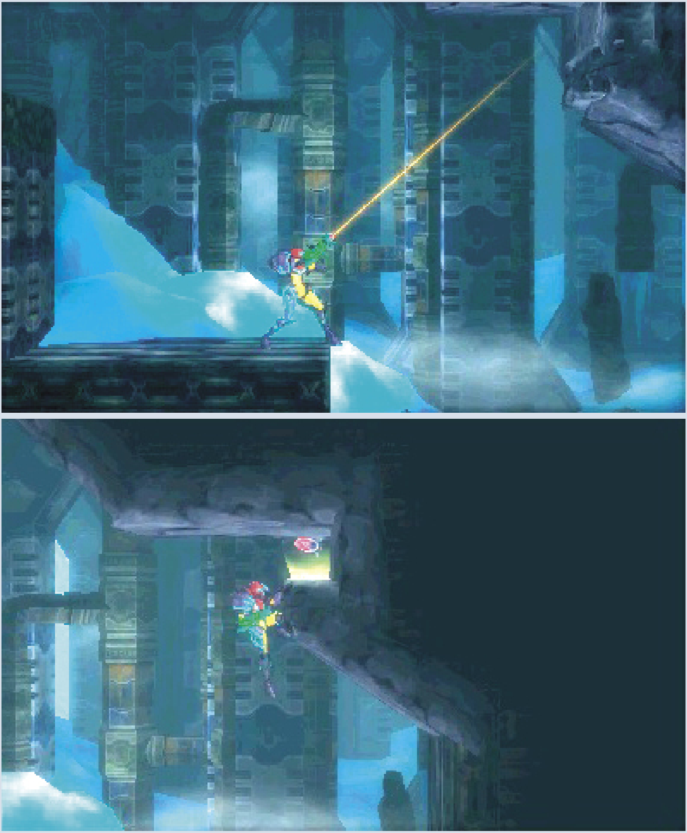


Almost immediately after dropping into the open area, Space Jump up to the ceiling to find a Morph Ball passage. Jump into the passage, climb up, and jump through the first opening you see.

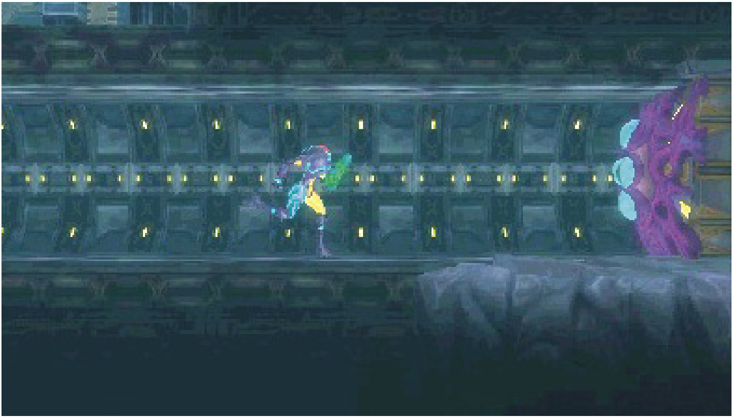


Continue straight up to the top of the room, then head right.

MISSILE TANK M-65



While you're climbing to the top of the room, you can reach a Missile Tank on the way. The path leading to the upper area is composed of stairstepped landings. Get on the second landing and fire a missile into the top-right corner to uncover the Missile Tank. Jump up there and grab it.

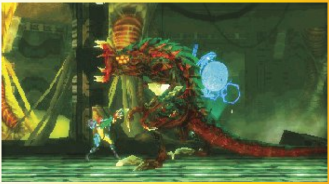


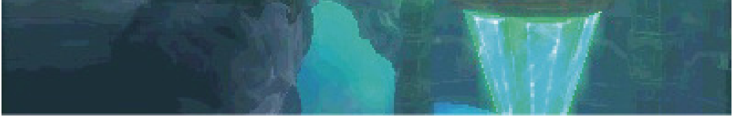
Drop down the opening on the right side of the room's upper area, then descend all the way to the bottom. Head right to find a Gigadora-covered door. Destroy it and enter to reveal Omega Metroid number three.

OMEGA METROID

39/40

This Omega may feature a flashy new color scheme, but the battle is business as usual. Use your Super Missiles carefully. Break the chest plate with your Power Bombs, and stand nearby afterward to catch the counterable attack. The rest of the fight involves waiting for opportunities to shoot the Omega in its core without getting hit. This is your fourth Omega fight—you've got this!



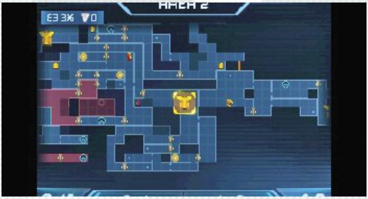


With this third and final Omega defeated, you now have enough DNA to activate the Chozo Seal. Head left and drop down the first opening on the right to speed up your trip.

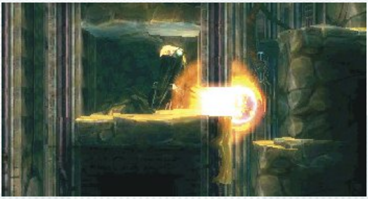
CLEANUP

We skipped the Cleanup for Area 6 and combined it with Cleanup for Area 7. This is going to be a long one, so buckle up! Before you return to the Chozo Seal, seek out the Teleport Station to the immediate left of the final Omega's chamber.

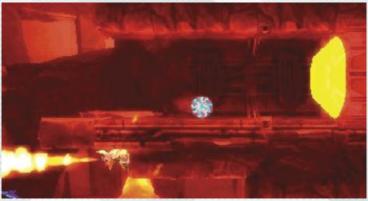
Area 2: Power Bomb Tank P-14



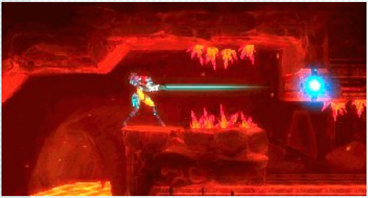
Warp to the Teleport Station near the center of Area 2. Exit the Teleport Station's alcove and head up to the top of the room. Exit through the passage in the top-left corner.



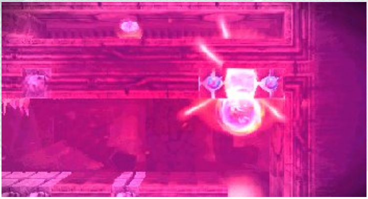
Take the door on the left side of the next room, then Screw Attack up the narrow corridor while hugging the left wall. A short way up, your Screw Attack destroys secret Screw Attack Blocks. Continue Screw Attacking through the walls and enter the door on the left.



Screw Attack through the small left wall, roll through the Morph Ball passage below, then take the door in the bottom-left corner of the room. Continue left and drop through the first opening you see. Head right to find a Yellow Door near the center of the room's right side. Use a Power Bomb to destroy it, then pass through.

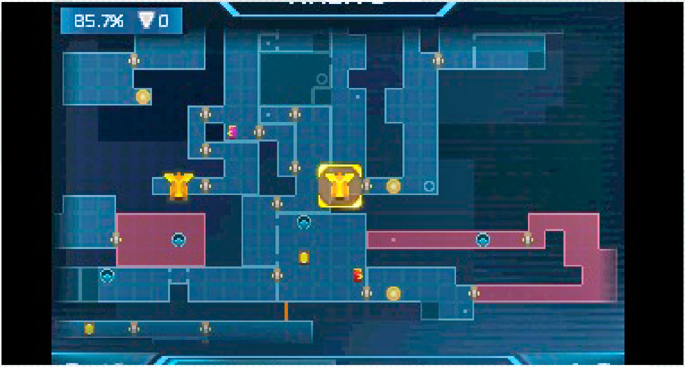


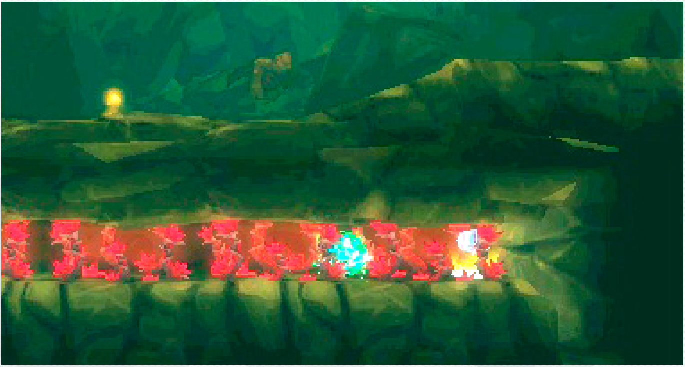
Jump onto the platform near the start of this room and stand in front of the spikes. Before grappling onto the grapple point ahead, activate your Phase Drift. The platform below the grapple point is entirely made of Pit Blocks, and using Phase Drift is the only way to prevent falling through.



Grapple onto the grapple point and quickly run to the right while firing your Plasma Beam. Blocks ahead stop you dead in your tracks if they aren't destroyed. Once on the right side of the room, Screw Attack up through the Blocks above to reach the Power Bomb Tank.

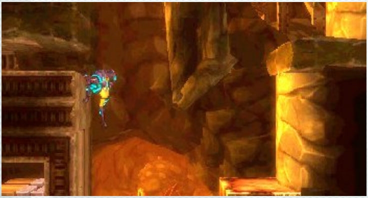
Area 3: Power Bomb Tank P-3



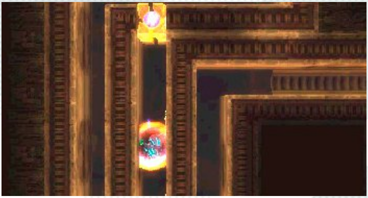


Teleport to the northeast station in Area 3. Head through the door immediately to the right, then drop into the red plants lining the bottom of the room. Proceed to the end of the path, plant a Power Bomb, and grab the Power Bomb Tank that appears ahead.

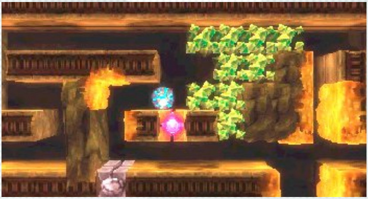
Area 3: Power Bomb Tank P-4



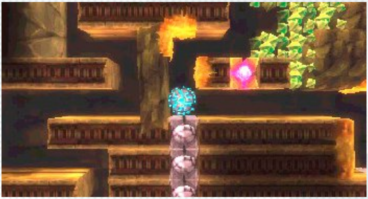
After exiting the northeast Teleport Station, head straight along the corridor until you reach a Morph Ball passage on the left near the corridor's middle.



Follow the passage to the left and drop down. Spot two steel orbs in the path to your left. Shoot them with your Beam Burst, then Spider Ball your way up the now-unblocked passage. Once at the top, place a Power Bomb to destroy the top Block.



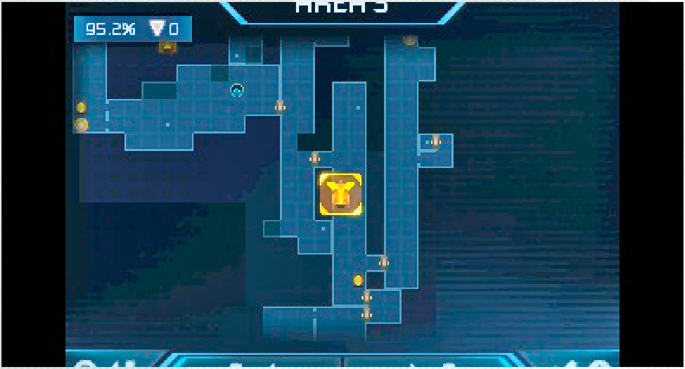
Drop down the next passage on the left and climb up the room until you reach the second cluster of crystals on your right.

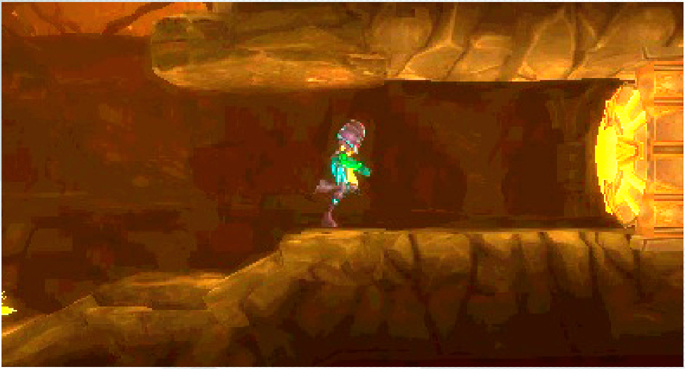


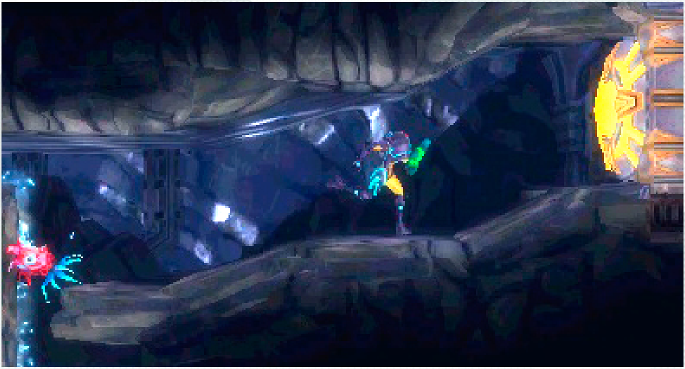
Roll to the left off the center platform and activate the Spider Ball while moving toward the left wall. Your goal is to stick to the wall and align yourself with the passage to the right. Use a Power Bomb to launch yourself to the right to reach the Power Bomb Tank in this room. Place the Power Bomb while still gripping the left wall, and the Bomb carries you directly into the Power Bomb Tank.

Exit the room by heading through the passage on the right. It's normally blocked with Bomb Blocks, but the Power Bomb should have destroyed them.

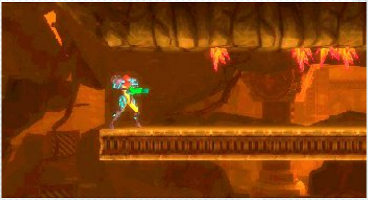
Area 3: Power Bomb Tank P-5



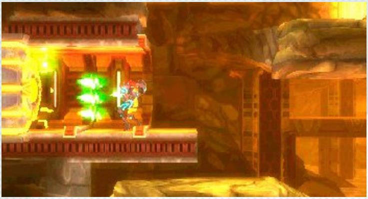




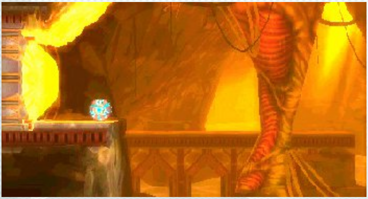
Teleport to the station on the south end of Area 3. Head to the bottom of the corridor, go through the door on the right, then climb to the top of the next corridor. Take the door in the top-right corner.



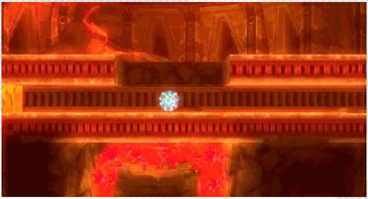
Jump on the platform to the right, activate your Phase Drift, then cross the platform to reach the elevator on the right side of the room.



Use the elevator, then climb up to the door above and to the left.



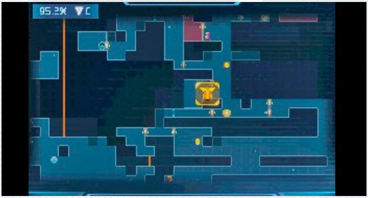
Move left through the next three rooms to eventually reach a Yellow Door. Use a Power Bomb to open it.



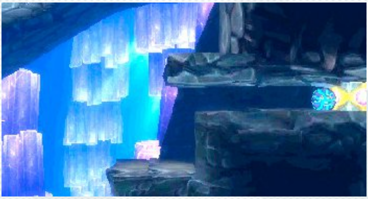
Roll to the center of the room and place Bombs along the ground to blow a hole through the platform. Drop into the hole, then head right. Follow the path from here for a straight shot to the Power Bomb Tank.

If you've been following the steps in this Walkthrough so far, you should now have 100% of Area 3's items.

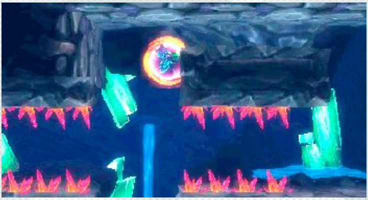
Area 4: Power Bomb Tank P-6



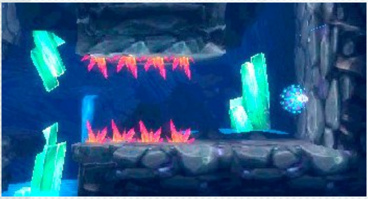
Teleport to the station on the east side of Area 4. Exit the room through the Morph Ball passage to the right of the Teleport Station.



Climb up the corridor to the space just above the Save Station. Crawl into the narrow passage on the corridor's right side, then place a Power Bomb to destroy the Block at the end.

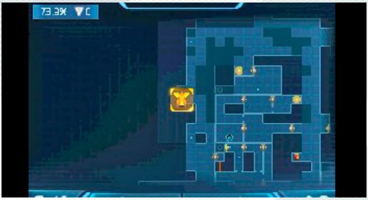


Head to the right end of the second pool of water, then wait. Either Space Jump up to reach a ledge on the right above you, or Spider Ball on the ground and place a Power Bomb to launch yourself to the ceiling. Space Jumping is faster and easier, but it's also easy to tag the spikes on either side of the passage while you're at it.

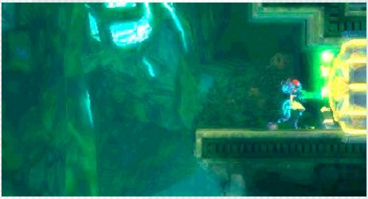


Whatever your method, crawl into the narrow passage to the right, drop down, then Spider Ball onto the right wall and line yourself up between the rows of spikes. Plant a Power Bomb and let it launch you to the other side of the room. You find the Power Bomb Tank there.

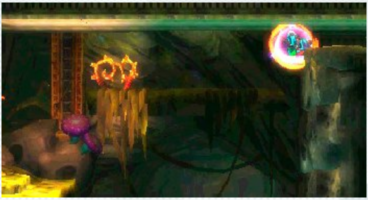
Area 5: Power Bomb Tank P-7



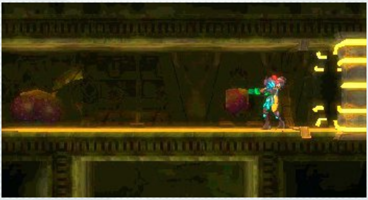
Teleport to the northernmost station in Area 5.



Head right from the Teleport Station and drop down to the last door on the right side of the corridor.



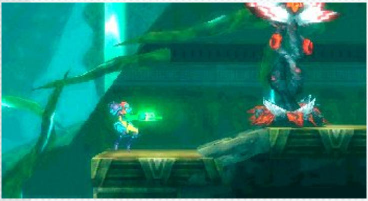
Use the elevator, then go to the right side of the room. Find a Morph Ball passage in the upper-right corner. Jump up to it, then crawl in.



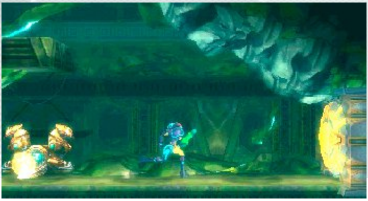
Climb up the corridor and take the door on the left. Stop immediately after entering. The floor of this hall is littered with Pit Blocks. Save yourself the hassle and turn on your Phase Drift while making your way to the right.

You reach a Yellow Door on the left end of this hall. Use a Power Bomb to open the door and grab the Power Bomb Tank on the other side.

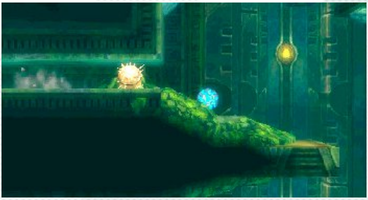
Area 5: Power Bomb Tank P-8



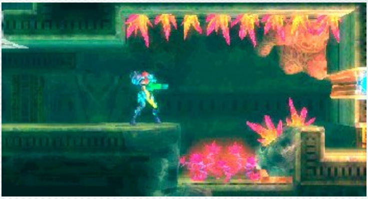
From the northernmost Teleport Station in Area 5, travel straight up the corridor until you reach a landing on the right.



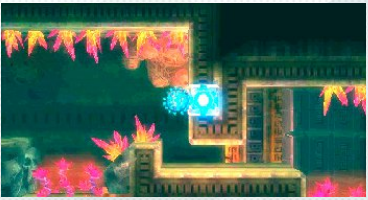
Head right and enter the first door you find.



Continue right after passing through the door, then drop down the opening ahead. Hug the left wall to fall on a landing; you find a Morph Ball passage to your left. Roll into the passage and drop through the opening on the left end. You fall through a handful of Pit Blocks down to the bottom half of the room.



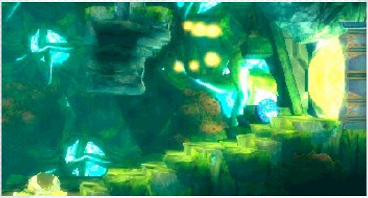
Proceed right and grapple onto the grapple point ahead.



Spider Ball onto that same wall and rest on the grapple point. Plant a Power Bomb and let it launch you to the left side of the hall. You find the Power Bomb Tank waiting for you there.

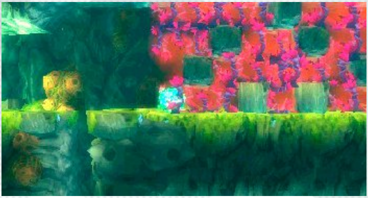
Roll to the left to fall through a Pit Block back to the Teleport Station's corridor.

Area 5: Aeion Tank A-13



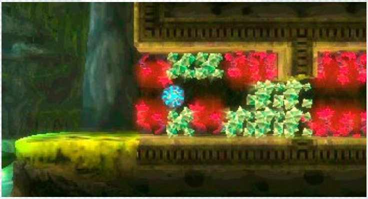
From the northernmost Teleport Station in Area 5, climb up and over the northern side of the map. Continue east and drop down the corridor on the room's east end.

You find a Yellow Door smack-dab in the middle of that tall corridor. Use a Power Bomb to open it, then head on through.



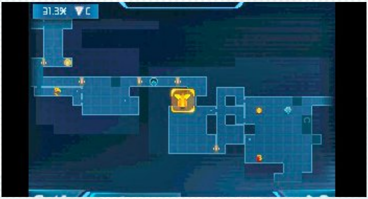
This maze area is completely filled with red plants. Don't be intimidated—it's a lot easier to traverse than its appearance suggests. Turn on your Lightning Armor and climb through any openings you find. Once on the other side of the maze, continue a little farther to the right to find the Aeion Tank.

Area 5: Power Bomb Tank P-9

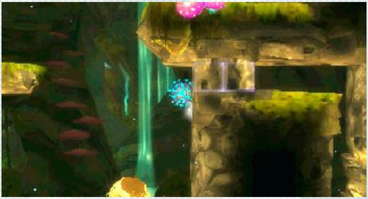


From the southwestern Teleport Station, head up toward the hall on the right near the top of the room. At first glance, the hall looks blocked with red plants and crystals. Place a Power Bomb to destroy the Block hanging from the ceiling in the hall's center. Enter the newly created opening to find the Power Bomb Tank just ahead.

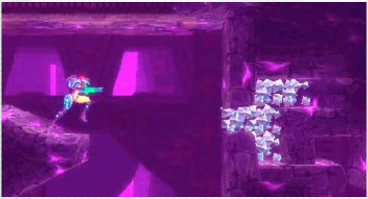
Area 5: Power Bomb Tank P-10



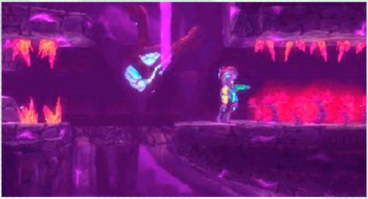
From the Teleport Station on the southeastern corner of Area 5, go right and drop after the landing.



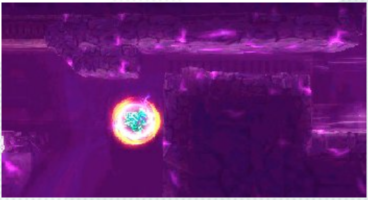
Jump onto the right wall and bomb the two Blocks obstructing the Morph Ball passage. Once in the next room, jump over the pit and continue right. After rolling through the narrow passage on the right end, you're in the Chozo Seal's room.



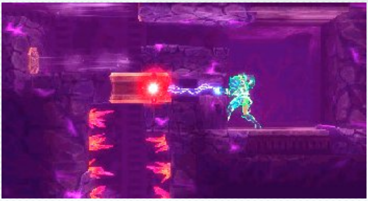
Head to the right as far as you can go, then drop to the lower level as soon as you see the crystal formation on the right.



Drop down the opening on the far left end of the tunnel and land next to the spike- and red-plant-laden hall on the right.

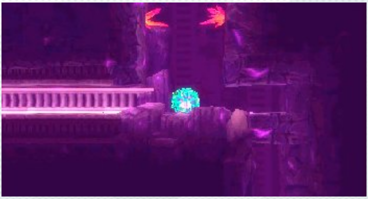


Turn on your Lightning Armor and traverse the red-plant tunnel. Find a Morph Ball passage on the top-right corner at the end.



Continue right to find an alcove with a small opening leading to a Pull Block.

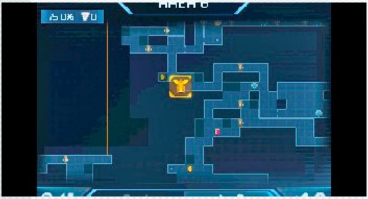
The passage slightly to the left is completely covered in anti-Bomb fans; the Power Bomb Tank is at the top of that corridor. Pull the Pull Block, then drop into the opening it was covering.



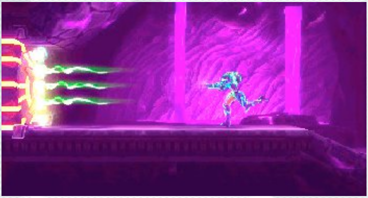
Spider Ball on the ground between the rows of spikes. Plant a Power Bomb to be launched straight up to the Power Bomb Tank.

Drop back down and make your way left to find an opening above you that leads back to the path you took to get to the Power Bomb Tank. Backtrack to the Teleport Station.

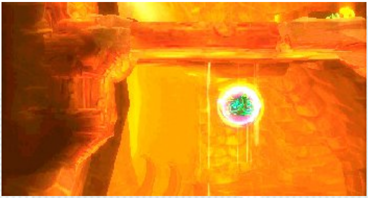
Area 6: Super Missile Tank S-22



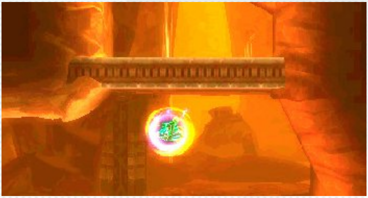
Teleport to the northern station in Area 6. After exiting the station, hop onto the platform above and go left.



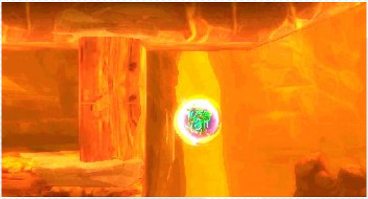
Head straight up the corridor once you reach the Save Station, then take the door on the left at the first opportunity.



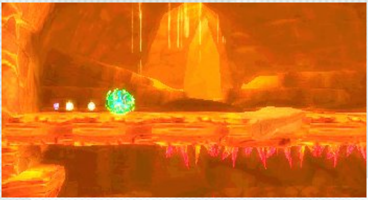
Space Jump in the next room and Screw Attack through the platform blocking the upper level. Enter the door on the right.



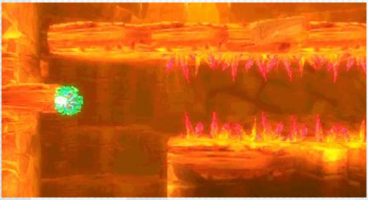
Jump up the corridor and Screw Attack through the platform above.



Once at the top of the room, Screw Attack through the wall on the left.

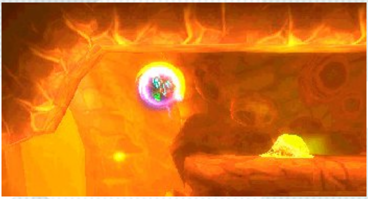


Bomb the Block in the upper-left corner of the water-filled passage, then bomb the Block in the bottom-left corner at the end of the room.



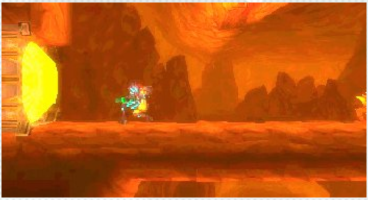
Spider Ball onto the rock platform jutting out of the left wall. Grip its right side, then use a Power Bomb to launch to the right. You find the Super Missile Tank in an alcove barricaded by a Pull Block. Destroy the Block and claim the tank.

Area 6: Power Bomb Tank P-11

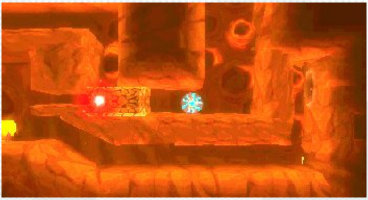


From Area 6's northernmost Teleport Station, head straight up to the top of Area 6.

The Screw Attack helps destroy Blocks that seemingly obstruct your path (for a more detailed explanation regarding how to reach the top of the area, read the previous tip, "Area 6: Super Missile Tank S-22). Once at the top, enter the passage on the right and proceed through the door.

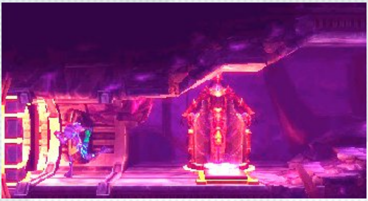


Drop below the door and use a Power Bomb to open the Yellow Door.

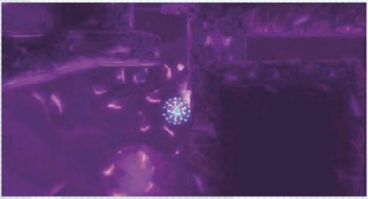


Drop down and roll up against the Pull Block ahead. Plant a Bomb to destroy the Block below, then roll left and destroy the Pull Block. Destroy the Bomb Block you fell through and jump back into the passage above. Go left to find the Power Bomb Tank.

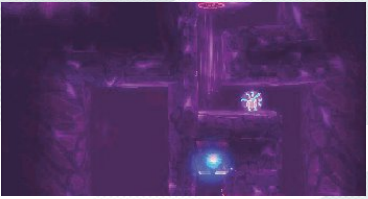
Area 6: Super Missile Tank S-23



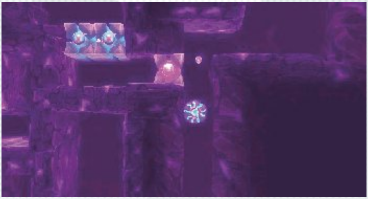
Teleport to Area 6's southern station. Exit via the left door and walk onto the platform ahead. It's made up of Pit Blocks, so you fall right through. From the corridor's lower level, take the door on the right.



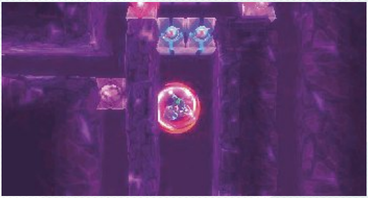
Head to the top-right corner of this large, open room. The Blocks up there are Bomb Blocks. Once they're removed, enter the passage and drop down.



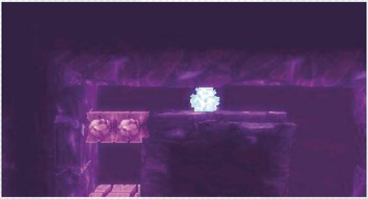
Roll slightly to the right of the fan and place a Power Bomb to destroy the Block at the left end of the passage you're currently in. Roll left and use the opening to destroy the Pull Block, then climb back up and access the now-open passage.



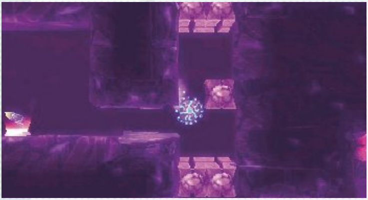
A Bomb Block and a Missile Block barricade the small alcove on the right. Spider Ball next to the Bomb Block and destroy it, then swiftly grab on to the upper-right ledge, Free Aim to the left, and fire a missile to destroy the second Block. Quickly climb through.



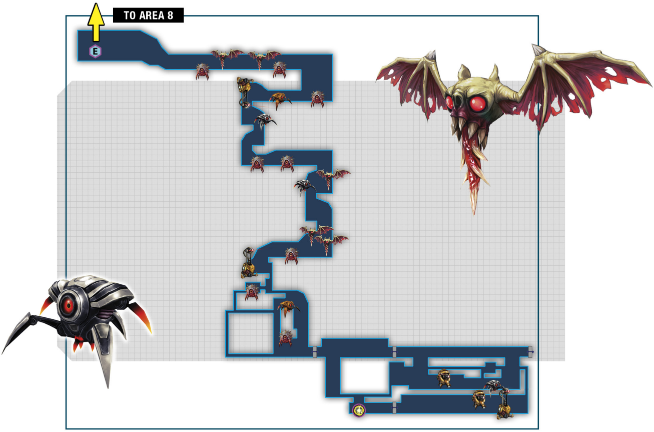
Roll past where the Missile Block was and fall straight down. You fall through a Pit Block, but the Blocks at the top of the alcove slightly right of you are Screw Attack Blocks. Screw Attack your way up the passage.



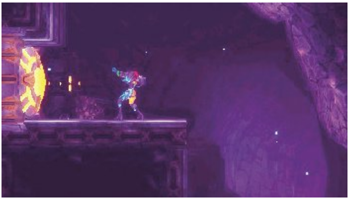
Head left once past the Screw Attack Blocks, but stop short of the suspended Blocks. Those and the Blocks below them are Pit Blocks; if you're not careful, you fall right through them back to the bottom of the room.



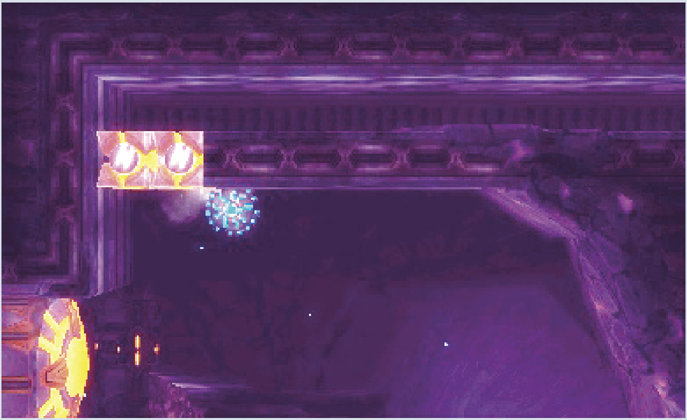
Jump and Spider Ball onto the ceiling and work your way along the left wall, down into the left passage. The Super Missile Tank is just beyond that passage.

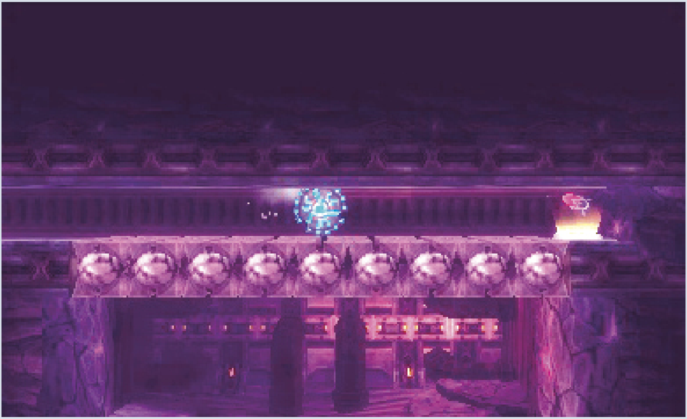


⑦ Drop below the Chozo Seal and all the way to the bottom of the room, then take the door on the left.

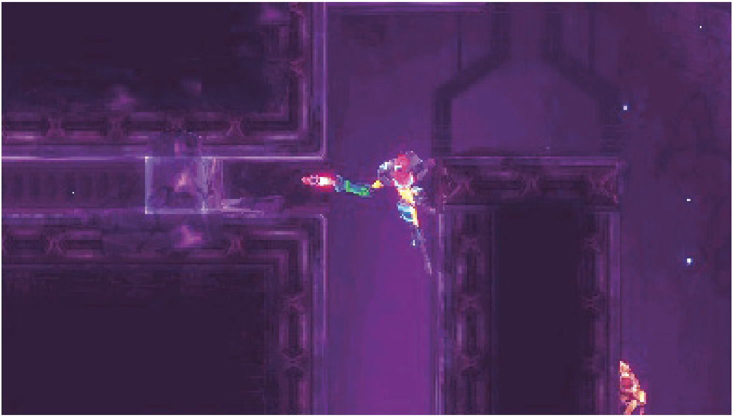


MISSILE TANK M-66



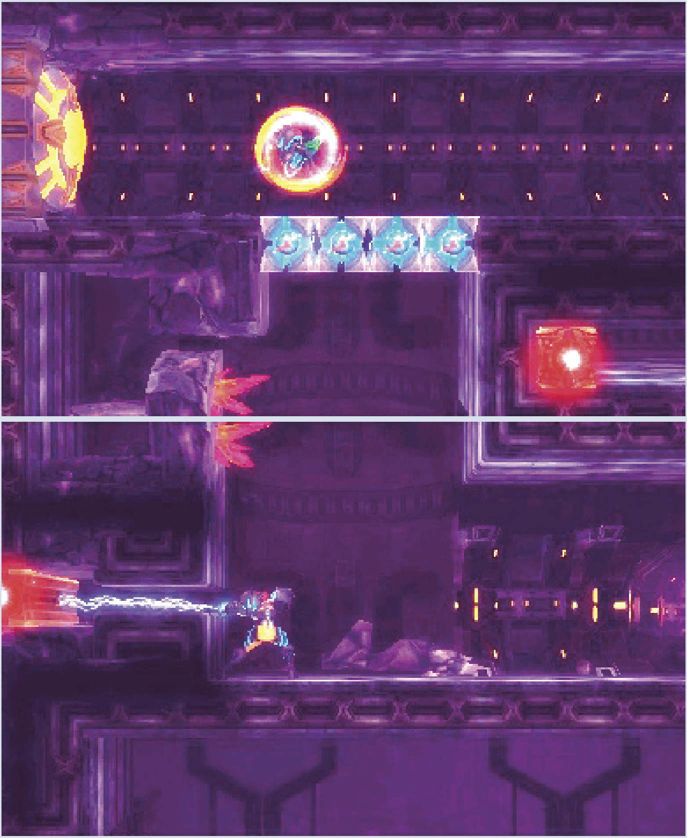


The Blocks above the door in the bottom-left corner of the Chozo Seal room are Power Bomb Blocks. Destroy them, then Spider Ball along the ceiling to the other side of the passage to find Missile Tank M-66.



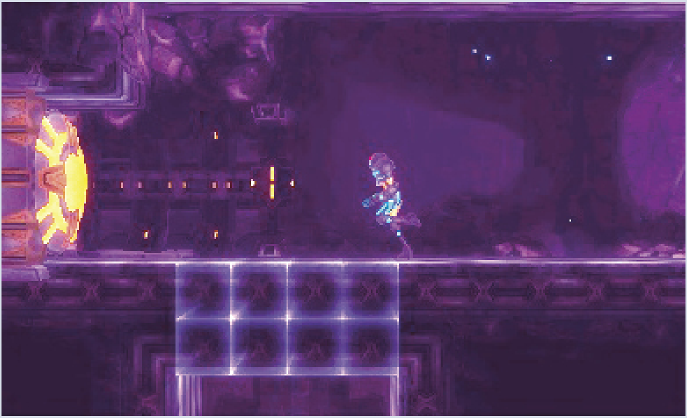
Climb up the corridor to find a Pull Block. You can’t pull it from this side, so drop down and hang from the left side of the platform suspended in the corridor’s middle. Free Aim to the left and fire a missile at the Block obstructing the passage.

AEION TANK A-14



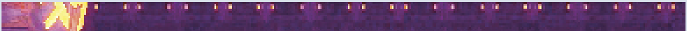
Before you make for the tall corridor on the west side of the area, stop in front of the door at the left end of the room adjacent to the Chozo Seal room. The Blocks lining the floor near the door are Screw Attack Blocks. Fall through them with the Screw Attack and face left.

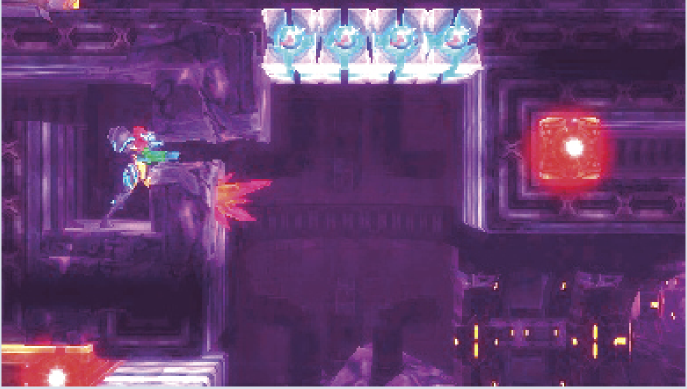
Pull the Pull Block on the left, then jump up and head through the left door.

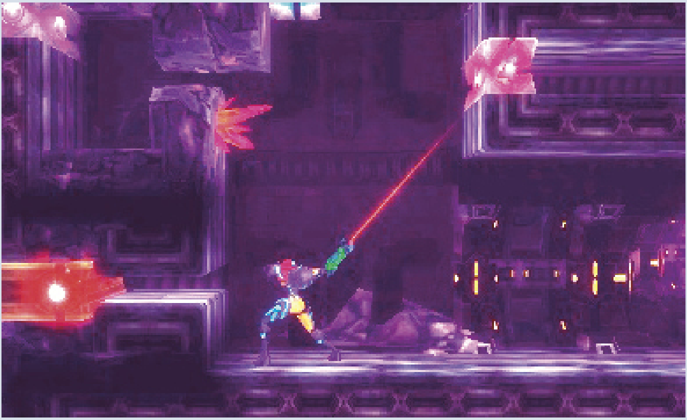


The Blocks in front of the left door in this next room are also Screw Attack Blocks. Destroy them, then continue left and up the passage on the right.

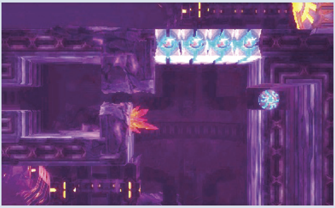
The Block in the top-right corner of the passage can be destroyed by a Bomb. Destroy it and roll through.







Face the opening on the right and fire a missile at the Block ahead. As soon as it's gone, destroy the Pull Block with the Grapple Beam. Return through the passage and wrap around back into this room.

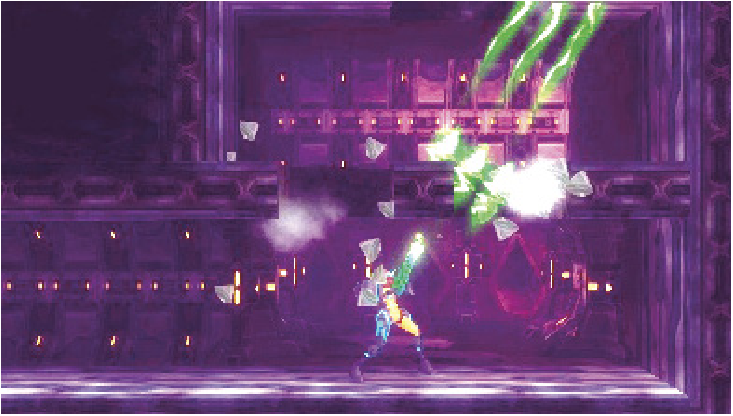


Once you're in the room again, Screw Attack through the same Blocks and fire a missile at the earlier Block that was covering the Pull Block. Climb into the passage the Block was obstructing.

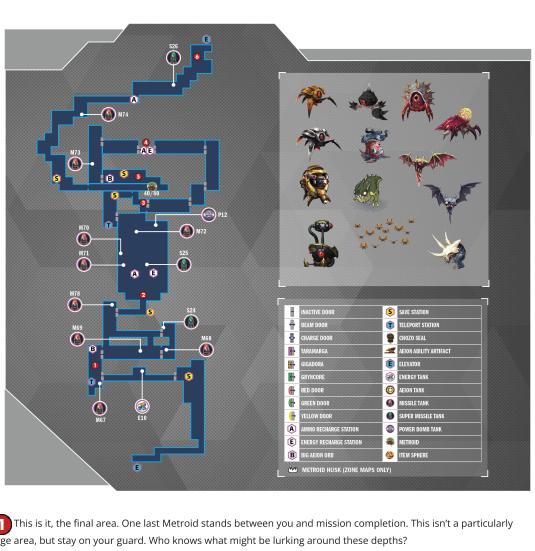
Head right to roll into an alcove. Shoot a missile through the opening on the right side, then use the Grapple Beam on the Pull Block just beyond.

Back out of the passage and climb into the one you just uncovered. Drop down and turn left to find the Aeion Tank.

Enter the passage and climb up to the alcove above. You can pull the Pull Block from here. Once you do, drop back down, assume a crouching position while facing right, and fire a missile at the Block ahead.

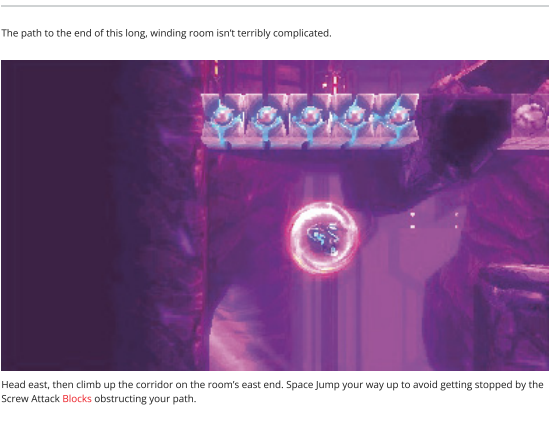


Ascend past the Pull Block, and the rest of the path is basically a straight shot. If you get caught up at the two rows of Blocks near the top of the room, fire away to destroy most of them and Space Jump on through. Those not destroyed by your beam are Pit Blocks—avoid them while Space Jumping. Once you're through, find the elevator to Area 8 up ahead.



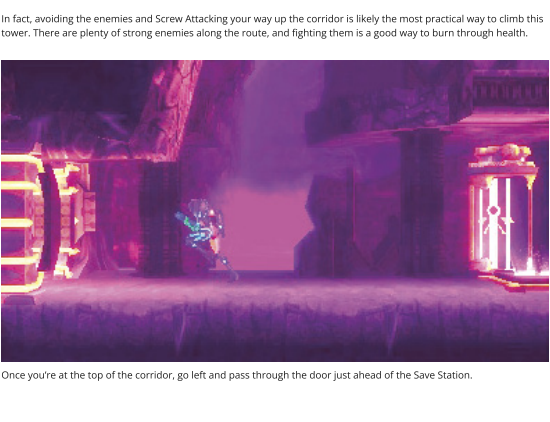
1 This is it, the final area. One last Metroid stands between you and mission completion. This isn't a particularly large area, but stay on your guard. Who knows what might be lurking around these depths?

The path to the end of this long, winding room isn't terribly complicated.



Head east, then climb up the corridor on the room's east end. Space Jump your way up to avoid getting stopped by the Screw Attack Blocks obstructing your path.

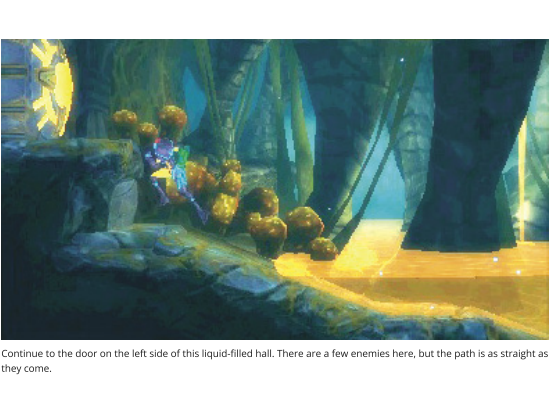
In fact, avoiding the enemies and Screw Attacking your way up the corridor is likely the most practical way to climb this tower. There are plenty of strong enemies along the route, and fighting them is a good way to burn through health.



Once you're at the top of the corridor, go left and pass through the door just ahead of the Save Station.

BLACK AUTRACK

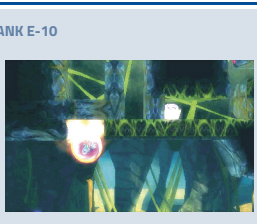
Black Autracks are scattered about this corridor. Other than the reinforced plating, there's not much difference between these Autracks and those you've seen up to this point. Use Power Bombs or Beam Burst to destroy them.

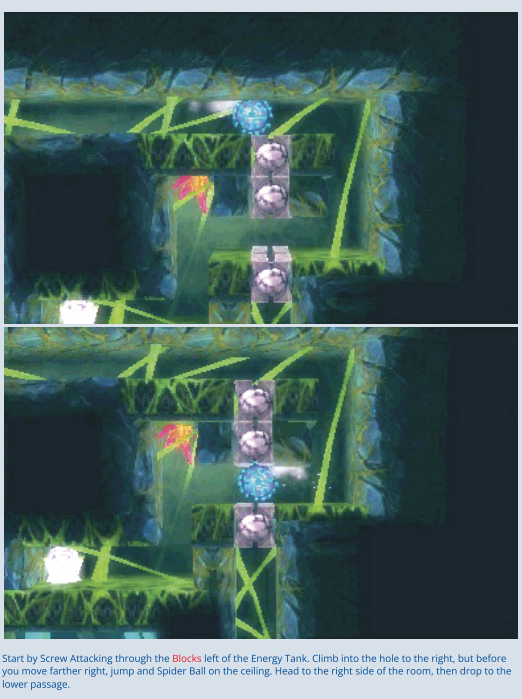


Continue to the door on the left side of this liquid-filled hall. There are a few enemies here, but the path is as straight as they come.

ENERGY TANK E-10

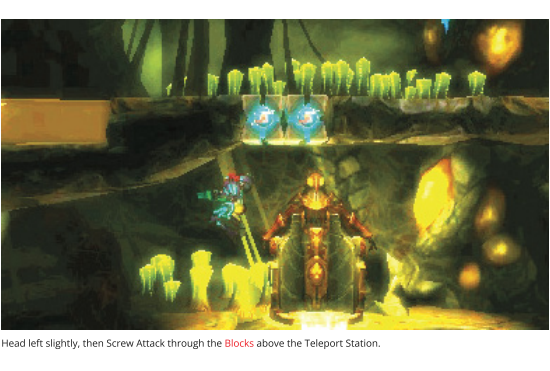
Smack-dab in the center of the hall is an Energy Tank housed in the ceiling. This is quite easy to get ahold of, but the area above is riddled with Pit Blocks, so a single mistake and you're back to the bottom of the hall.





Start by Screw Attacking through the Blocks left of the Energy Tank. Climb into the hole to the right, but before you move farther right, jump and Spider Ball on the ceiling. Head to the right side of the room, then drop to the lower passage.

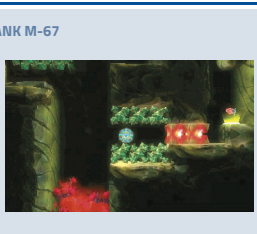
Roll left a bit, then Spider Ball on the ceiling of this lower passage. Continue left, drop down, and claim the Energy Tank as your own.



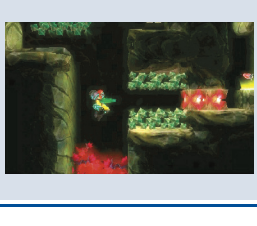
Head left slightly, then Screw Attack through the Blocks above the Teleport Station.

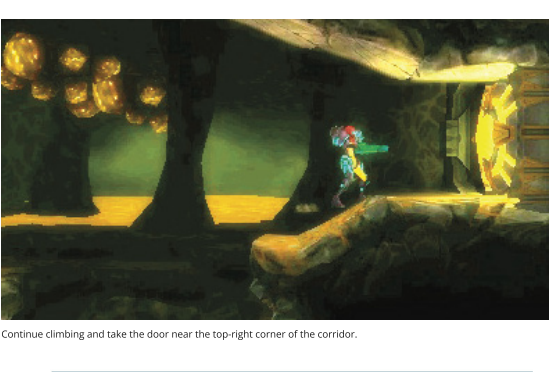
MISSILE TANK M-67

Before jumping through the Blocks above the Teleport Station, descend to the bottom of the corridor. Find a Missile Tank in the bottom-right corner behind a pair of Missile Blocks.

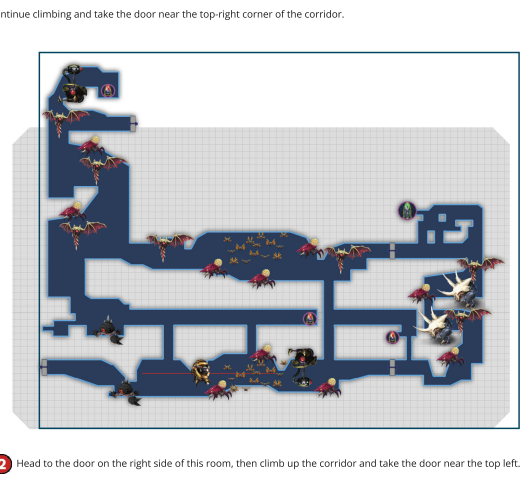


Turn on your Lightning Armor and drop into the red-plant pit. This is the tricky part: you must jump and perfectly land two missiles between the crystals into the Blocks keeping you from the Missile Tank. Be quick about it—these Blocks reappear given enough time. Once you destroy both Blocks, quickly jump into the narrow passage and claim the Missile Tank.

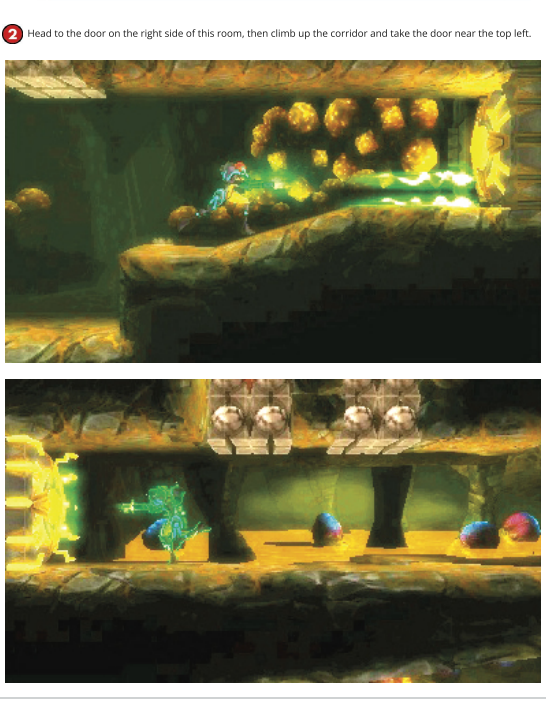




Continue climbing and take the door near the top-right corner of the corridor.



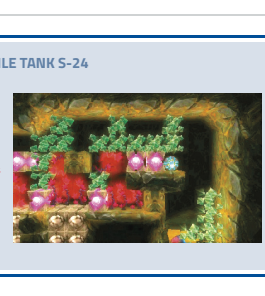
2 Head to the door on the right side of this room, then climb up the corridor and take the door near the top left.

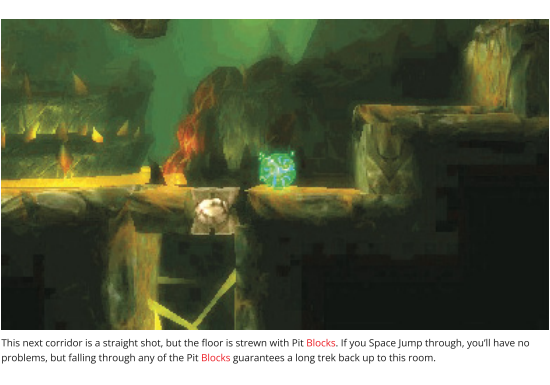


SUPER MISSILE TANK S-24

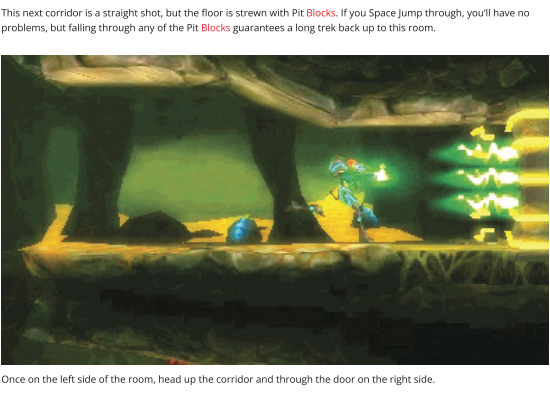
You can find a Super Missile Tank before entering the left door at the top of the tall corridor. Jump onto the crystal formation on the right side.

Placing a Power Bomb makes reaching the Tank a lot easier, as it reveals the locations of Pit and Bomb Blocks scattered about the path to the tank. Despite how nasty those Blocks make it look, the path is quite simple. Spider Ball along the ceiling and destroy the Bomb Blocks as you approach them. So long as you don't drop onto the lower platforms, you'll be fine.





This next corridor is a straight shot, but the floor is strewn with Pit Blocks. If you Space Jump through, you'll have no problems, but falling through any of the Pit Blocks guarantees a long trek back up to this room.

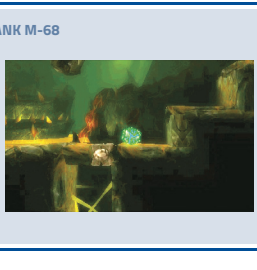


Once on the left side of the room, head up the corridor and through the door on the right side.

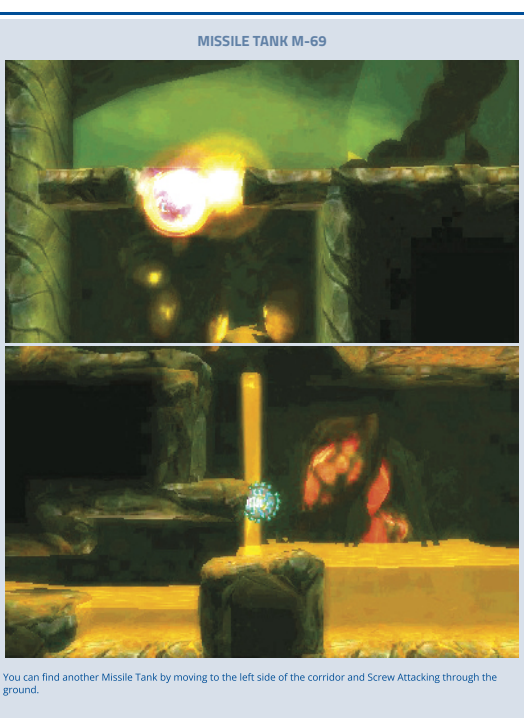
MISSILE TANK M-68

Before you progress to the left side of the room, stop in front of those two Blocks in the floor with nothing below them. You're likely aware that these are Pit Blocks, and usually Pit Blocks drop you to disadvantageous locations, but this time they're worth taking a trip through.

Jump into the first set of Pit Blocks and immediately begin using your Screw Attack. The Blocks on the middle-right side of the drop are Screw Attack Blocks guarding a Missile Tank. Screw Attack through them and head right to find Missile Tank M-68.

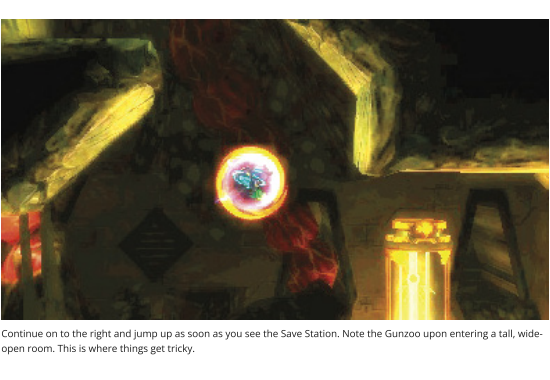


MISSILE TANK M-69



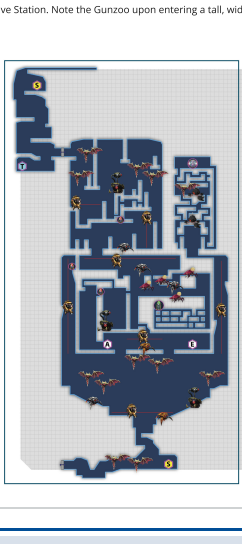
You can find another Missile Tank by moving to the left side of the corridor and Screw Attacking through the ground.

Spider Ball onto the small Block suspended near the yellow liquid directly below the Screw Attack Blocks you came through, then place a Power Bomb. The explosion launches you across the hall, directly into the Missile Tank.

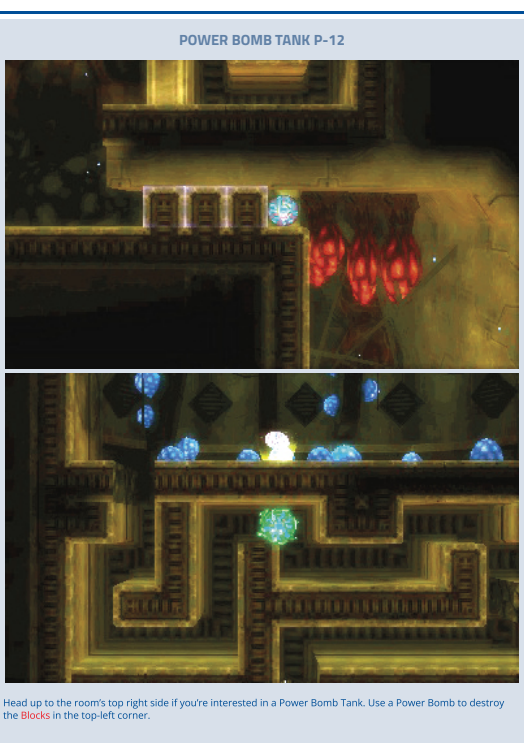


Continue on to the right and jump up as soon as you see the Save Station. Note the Gunzoo upon entering a tall, wide-open room. This is where things get tricky.

3 Space Jump straight up the middle of the room. It's divided into two parts: the lower area, which is nothing but open space; and the upper area, which is a twisting, turning maze of corridors and items. It's a challenge to traverse, so be prepared.



POWER BOMB TANK P-12

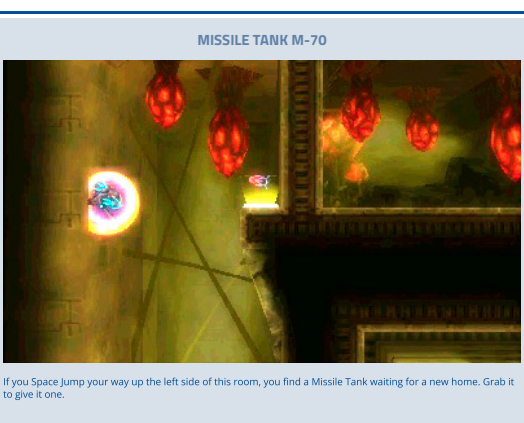


Head up to the room's top right side if you're interested in a Power Bomb Tank. Use a Power Bomb to destroy the Blocks in the top-left corner.

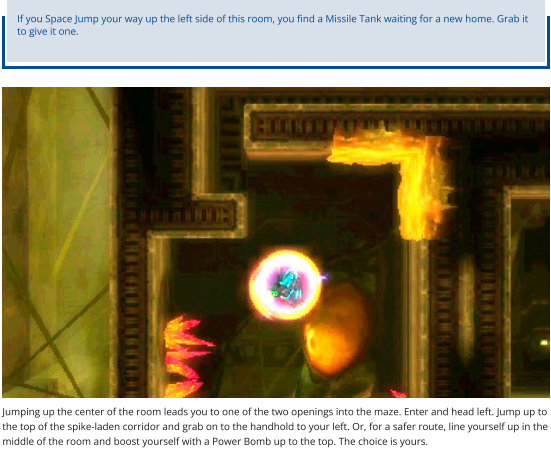
Enter the red-plant maze with your Lightning Armor activated and proceed upward. Jump into the opening above and make your way around. Before dropping down the left side of the passage, Spider Ball onto the ceiling and continue around. There's a Pit Block hidden on the floor that drops you out of the passage. It's a small nuisance, but a nuisance nonetheless.

Exit through the northern passage and claim the Power Bomb Tank for yourself.

MISSILE TANK M-70

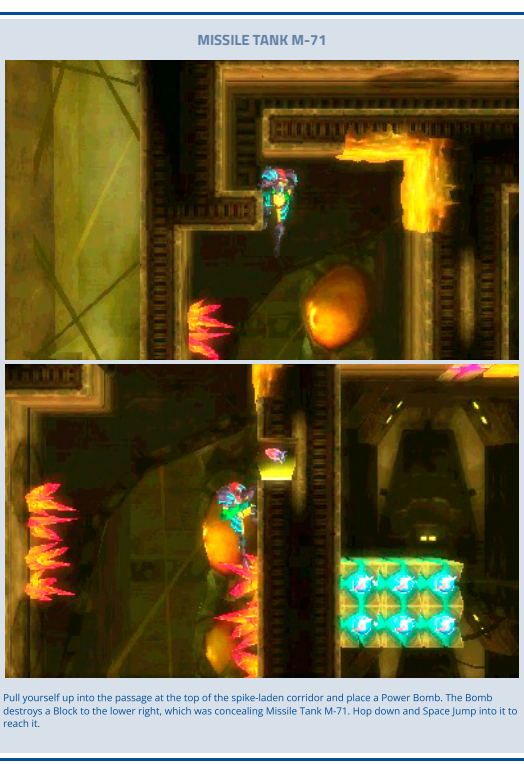


If you Space Jump your way up the left side of this room, you find a Missile Tank waiting for a new home. Grab it to give it one.

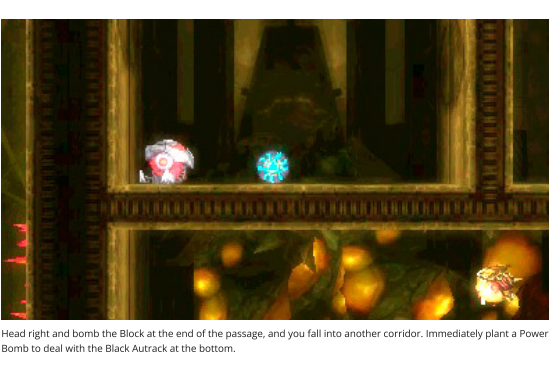


Jumping up the center of the room leads you to one of the two openings into the maze. Enter and head left. Jump up to the top of the spike-laden corridor and grab on to the handhold to your left. Or, for a safer route, line yourself up in the middle of the room and boost yourself with a Power Bomb up to the top. The choice is yours.

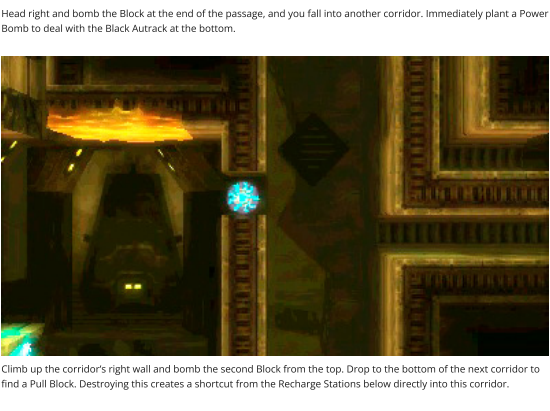
MISSILE TANK M-71



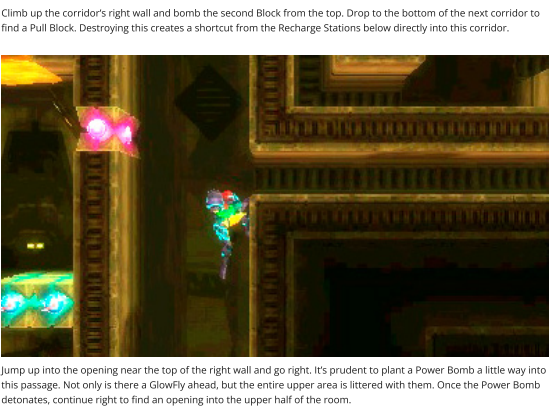
Pull yourself up into the passage at the top of the spike-laden corridor and place a Power Bomb. The Bomb destroys a Block to the lower right, which was concealing Missile Tank M-71. Hop down and Space Jump into it to reach it.



Head right and bomb the Block at the end of the passage, and you fall into another corridor. Immediately plant a Power Bomb to deal with the Black Autrack at the bottom.



Climb up the corridor's right wall and bomb the second Block from the top. Drop to the bottom of the next corridor to find a Pull Block. Destroying this creates a shortcut from the Recharge Stations below directly into this corridor.

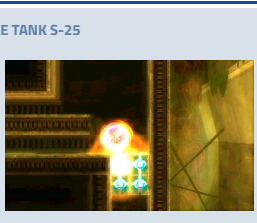


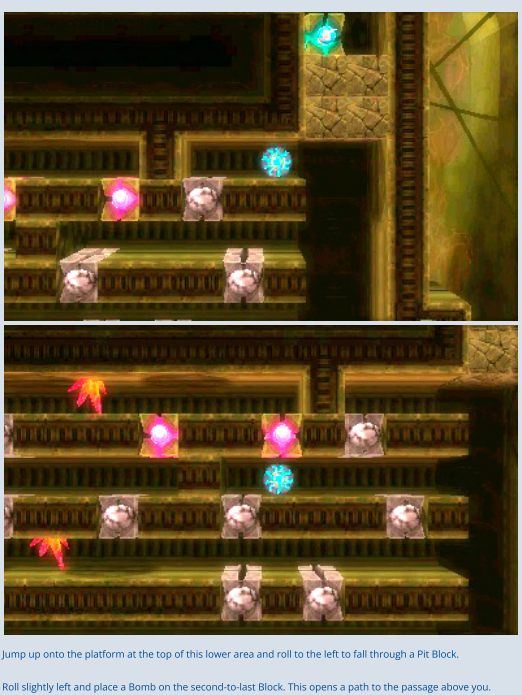
Jump up into the opening near the top of the right wall and go right. It's prudent to plant a Power Bomb a little way into this passage. Not only is there a Glowfly ahead, but the entire upper area is littered with them. Once the Power Bomb detonates, continue right to find an opening into the upper half of the room.

SUPER MISSILE TANK S-25

The Blocks below the opening into the upper half of the room are Screw Attack Blocks. Screw Attack through them.

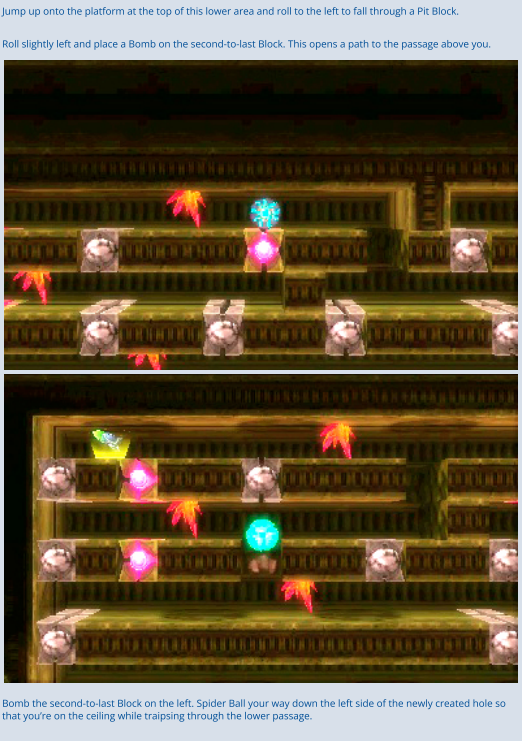
Consider using a Power Bomb to uncover the locations of all the destructible Blocks down here. The greatest difficulty here lies in figuring out which Blocks to go through and which ones to avoid.





Jump up onto the platform at the top of this lower area and roll to the left to fall through a Pit Block.

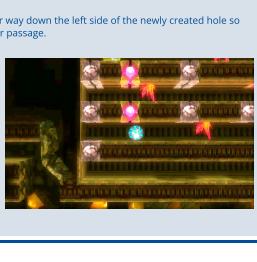
Roll slightly left and place a Bomb on the second-to-last Block. This opens a path to the passage above you.

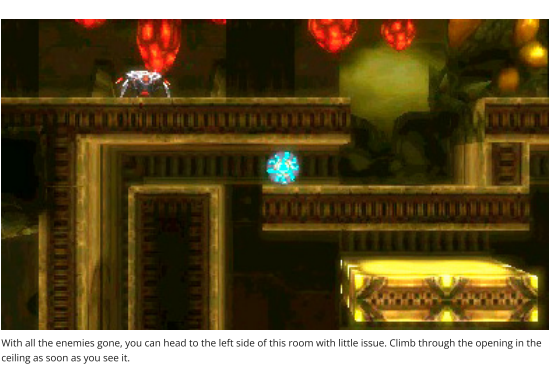


Bomb the second-to-last Block on the left. Spider Ball your way down the left side of the newly created hole so that you're on the ceiling while traipsing through the lower passage.

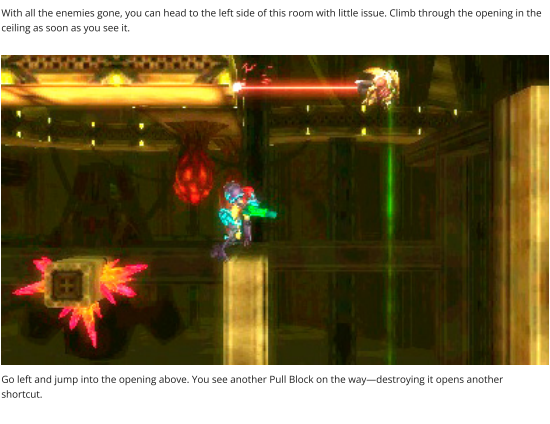
Roll left and drop through the Pit Block near the spikes.

Continue left and bomb the third Block from the left. Jump into the opening and bomb the Block directly above it. Spider Ball into the upper passage to reach Super Missile Tank S-25.



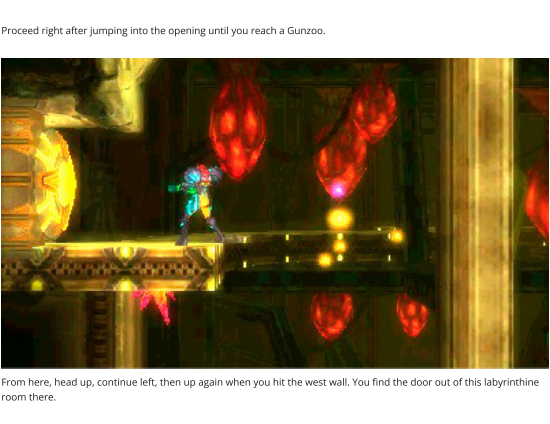


With all the enemies gone, you can head to the left side of this room with little issue. Climb through the opening in the ceiling as soon as you see it.



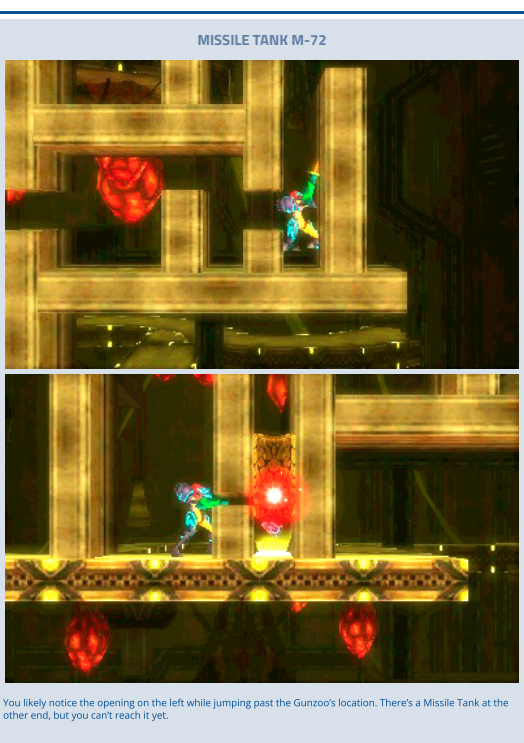
Go left and jump into the opening above. You see another Pull Block on the way—destroying it opens another shortcut.

Proceed right after jumping into the opening until you reach a Gunzoo.



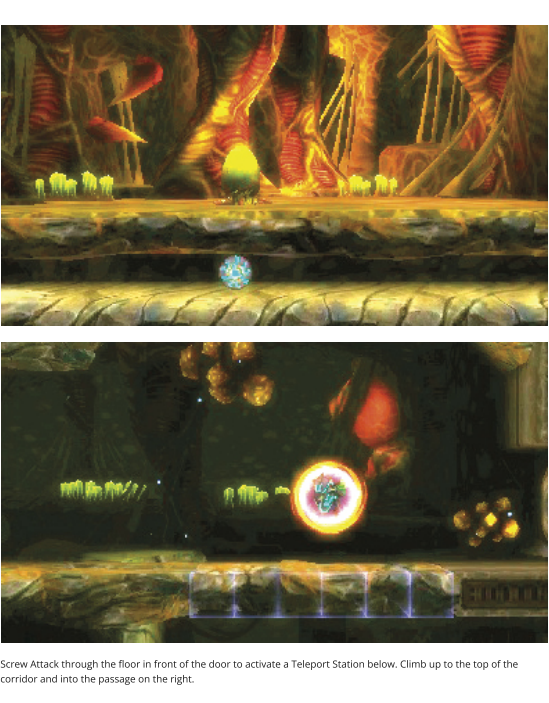
From here, head up, continue left, then up again when you hit the west wall. You find the door out of this labyrinthine room there.

MISSILE TANK M-72



You likely notice the opening on the left while jumping past the Gunzoo's location. There's a Missile Tank at the other end, but you can't reach it yet.

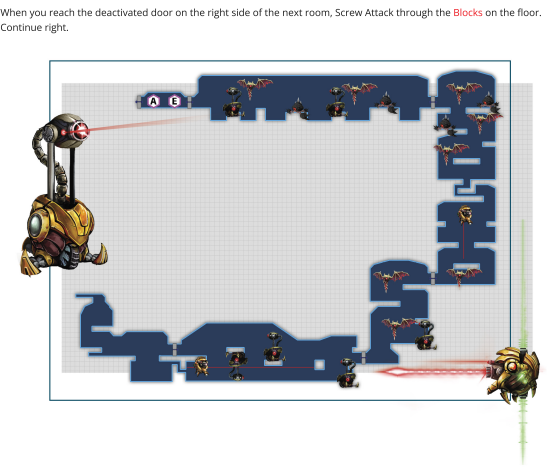
Head up the corridor and make a left. Drop down the first opening you cross to find a Pull Block. Destroy the Block, then double back to the earlier opening. Follow the opening to inevitably reach the Missile Tank.



Screw Attack through the floor in front of the door to activate a Teleport Station below. Climb up to the top of the corridor and into the passage on the right.

What is that pod? Is it an egg? That does make sense. All these Metroids had to come from somewhere. Or something. A mother Metroid? There's only one Metroid left, and that egg must be it. Continue to the right.

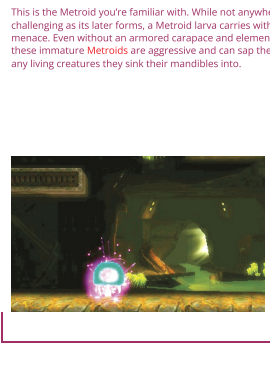
When you reach the deactivated door on the right side of the next room, Screw Attack through the Blocks on the floor. Continue right.



4 The Metroid Radar's going off the charts. Wait... The reading says 11 more Metroids! There are more?! This is just a Metroid larva. It's susceptible to your Ice Beam and missiles, so freeze it and blow it up. Whatever you do, don't let it bite you! Metroid larvae are well-known for their energy-sapping abilities. If they grab you, immediately drop into the Morph Ball and plant Bombs to shake them loose.

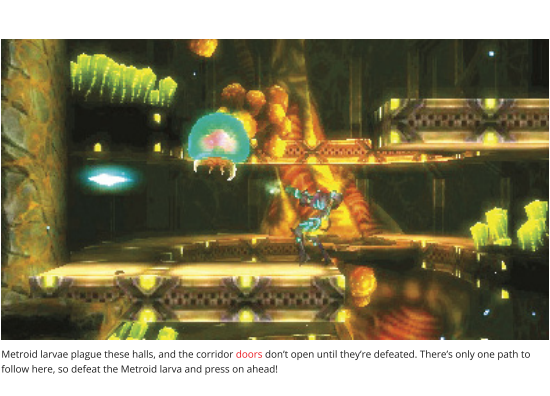
METROID LARVA

This is the Metroid you're familiar with. While not anywhere near as challenging as its later forms, a Metroid larva carries with it a hint of menace. Even without an armored carapace and element-spitting abilities, these immature Metroids are aggressive and can sap the life right out of any living creatures they sink their mandibles into.

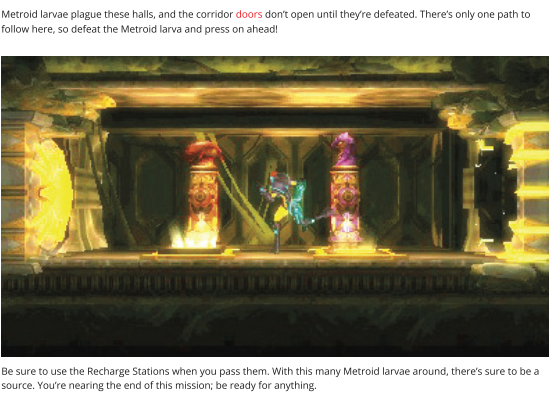


If you're grabbed, stop, drop, and roll—then bomb; the bombing is the important part. Bombs are the only things capable of shaking a Metroid larva off you, but you need to be quick to stop the Metroid from sapping all your health.

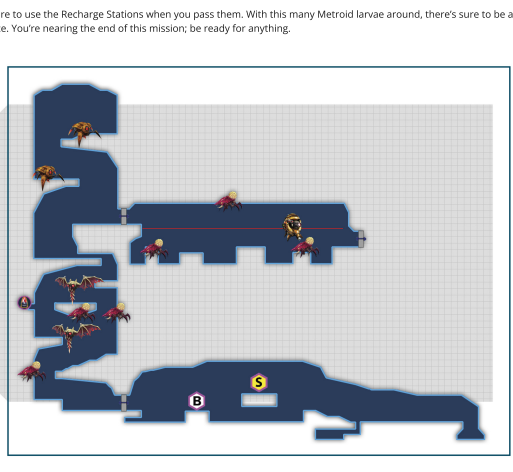
The only way to defeat a Metroid larva is to freeze it with the Ice Beam, then shoot it with missiles to shatter it. No other weapons have any kind of effect.



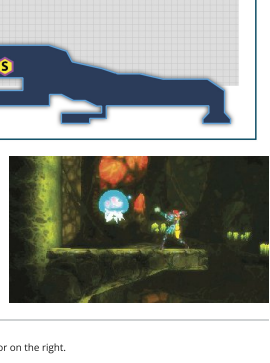
Metroid larvae plague these halls, and the corridor doors don't open until they're defeated. There's only one path to follow here, so defeat the Metroid larvae and press on ahead!



Be sure to use the Recharge Stations when you pass them. With this many Metroid larvae around, there's sure to be a source. You're nearing the end of this mission; be ready for anything.



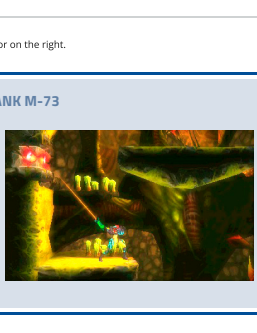
5 When you reach the corridor on the far left, jump up to the top to find a pair of Metroid larvae.

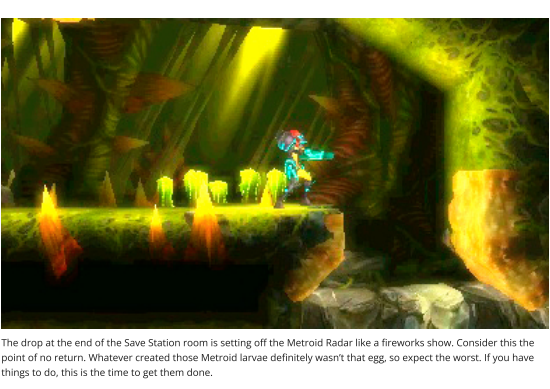


Drop to the bottom of the corridor and head through the door on the right.

MISSILE TANK M-73

On you way down the corridor, you can find a Missile Tank hiding inside the left wall. It's almost exactly in the wall's middle, and the way it stands out from the other Blocks makes it easy to spot. If you have trouble locating it, use the Scan Pulse to highlight its location.



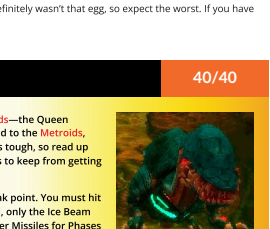


The drop at the end of the Save Station room is setting off the Metroid Radar like a fireworks show. Consider this the point of no return. Whatever created those Metroid larvae definitely wasn't that egg, so expect the worst. If you have things to do, this is the time to get them done.

QUEEN METROID

40/40

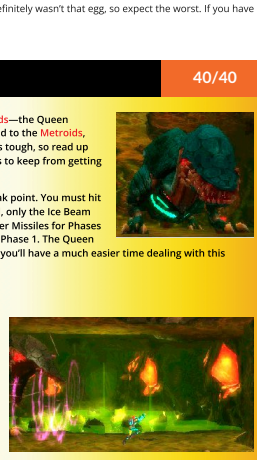
This is it, the source of the Metroids—the Queen Metroid. Defeating it means an end to the Metroids, mission accomplished. This fight is tough, so read up on each phase as soon as it begins to keep from getting blindsided by the Queen Metroid's attacks.

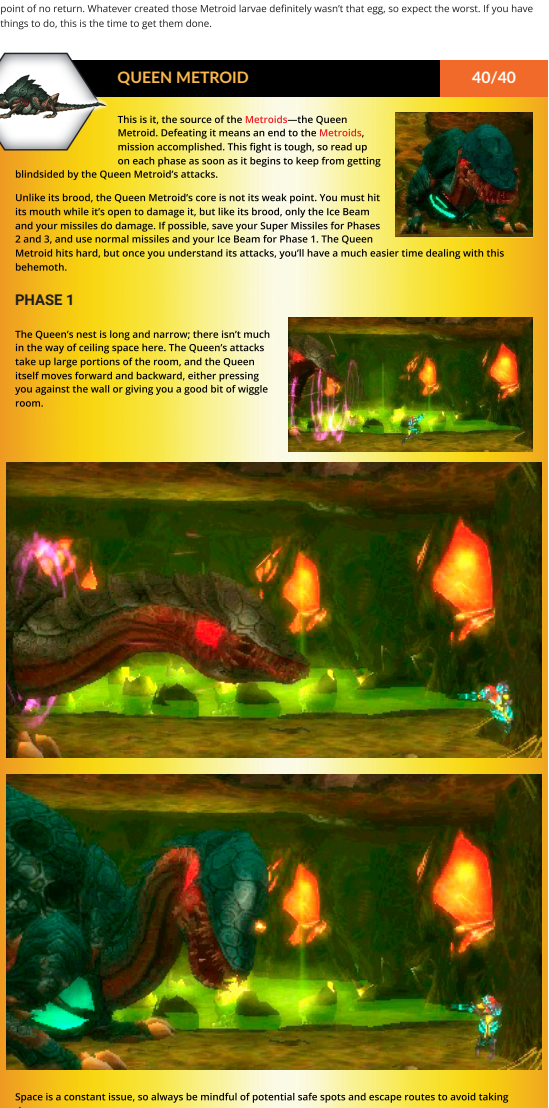


Unlike its brood, the Queen Metroid's core is not its weak point. You must hit its mouth while it's open to damage it, but like its brood, only the Ice Beam and your missiles do damage. If possible, save your Super Missiles for Phases 2 and 3, and use normal missiles and your Ice Beam for Phase 1. The Queen Metroid hits hard, but once you understand its attacks, you'll have a much easier time dealing with this behemoth.

PHASE 1

The Queen's nest is long and narrow; there isn't much in the way of ceiling space here. The Queen's attacks take up large portions of the room, and the Queen itself moves forward and backward, either pressing you against the wall or giving you a good bit of wiggle room.

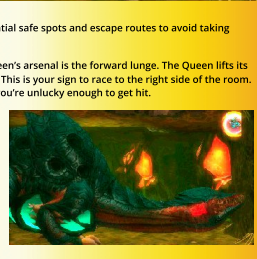




Space is a constant issue, so always be mindful of potential safe spots and escape routes to avoid taking damage.

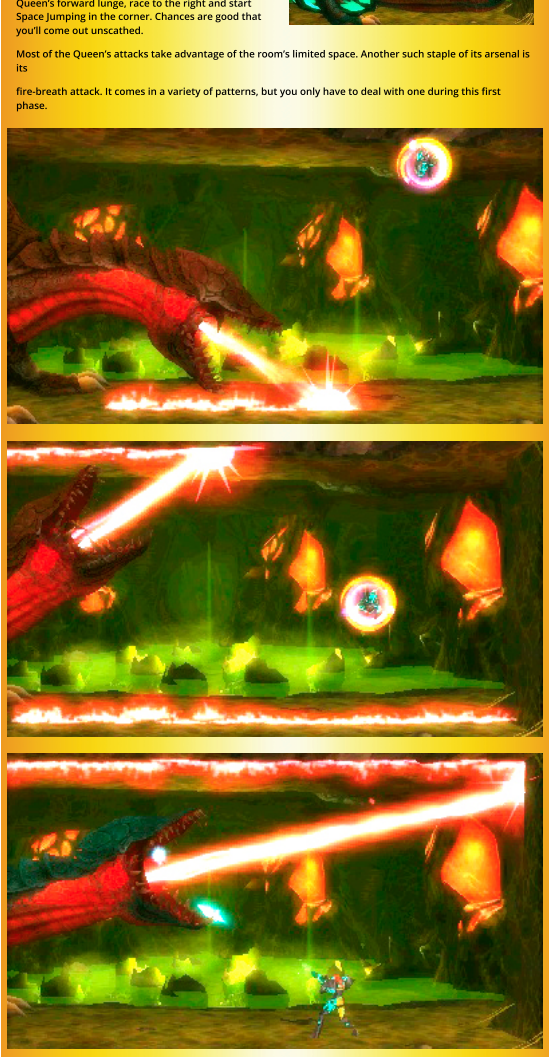
One of the most frequently occurring attacks in the Queen's arsenal is the forward lunge. The Queen lifts its head and opens its mouth while ripples form around it. This is your sign to race to the right side of the room. The Queen lunges forward, dealing massive damage if you're unlucky enough to get hit.

The Queen often follows up the forward lunge with a head-smash attack. It reels its head back, then brings it up and straight to the ground. Whenever the Queen performs a forward lunge, expect a head smash to follow.



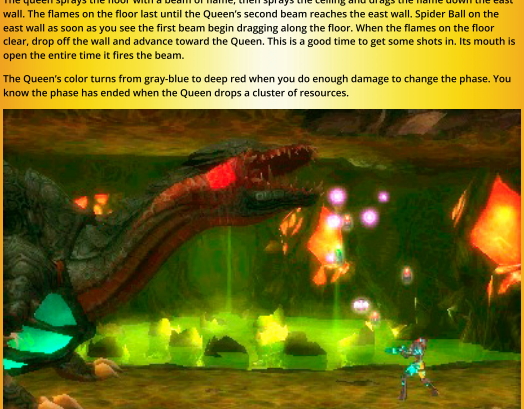
The safest place to be for both of these attacks is the top-right corner of the room. As soon as you see the Queen's forward lunge, race to the right and start Space Jumping in the corner. Chances are good that you'll come out unscathed.

Most of the Queen's attacks take advantage of the room's limited space. Another such staple of its arsenal is its fire-breath attack. It comes in a variety of patterns, but you only have to deal with one during this first phase.



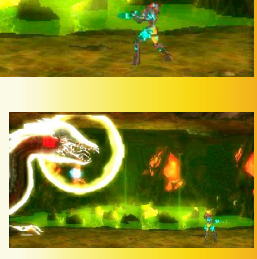
The queen sprays the floor with a beam of flame, then sprays the ceiling and drags the flame down the east wall. The flames on the floor last until the Queen's second beam reaches the east wall. Spider Ball on the east wall as soon as you see the first beam begin dragging along the floor. When the flames on the floor clear, drop off the wall and advance toward the Queen. This is a good time to get some shots in. Its mouth is open the entire time it fires the beam.

The Queen's color turns from gray-blue to deep red when you do enough damage to change the phase. You know the phase has ended when the Queen drops a cluster of resources.



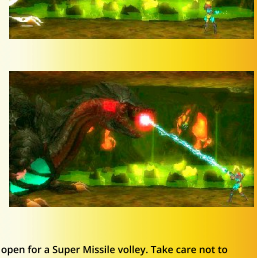
PHASE 2

The Queen introduces its counterable attack at the start of Phase 2.



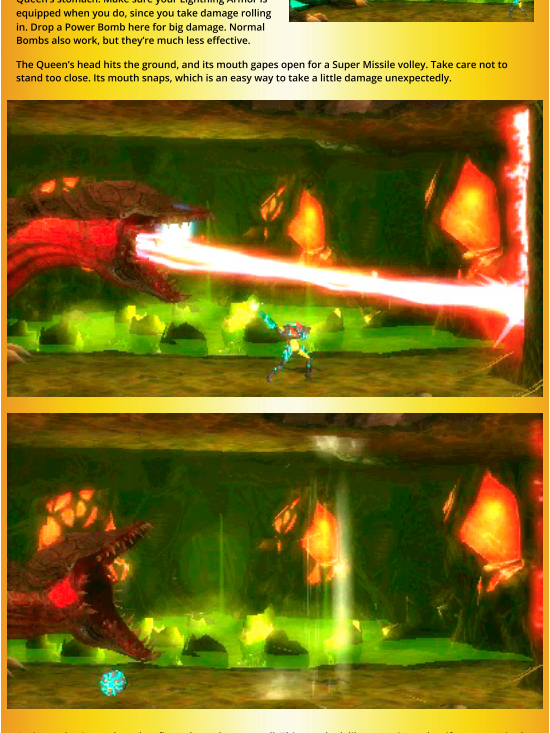
It stops moving while its head twitches and sways. This is the sign that you should get in closer to the Queen, and also an excellent time to sneak some Super Missiles into its mouth. Its counterable attack is incredibly fast, so use this tell to maximize your chances of hitting it in time. Almost immediately after the rings appear around its mouth, the Queen snaps its giant jaws low to the ground in a flash.

Note that once you counter the attack, you don't move into your normal attack mode. Instead, a red light appears at the tip of the Queen's tongue. You've seen similar red lights during your time on SR388, though not inside an enemy's mouth. Free Aim at the red light, grapple it, and then pull!

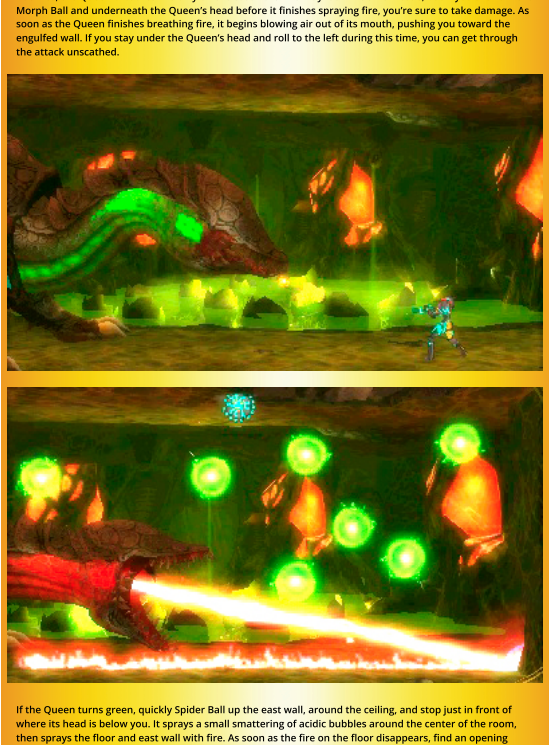


Following a successful counter, quickly roll into the Queen's stomach. Make sure your Lightning Armor is equipped when you do, since you take damage rolling in. Drop a Power Bomb here for big damage. Normal Bombs also work, but they're much less effective.

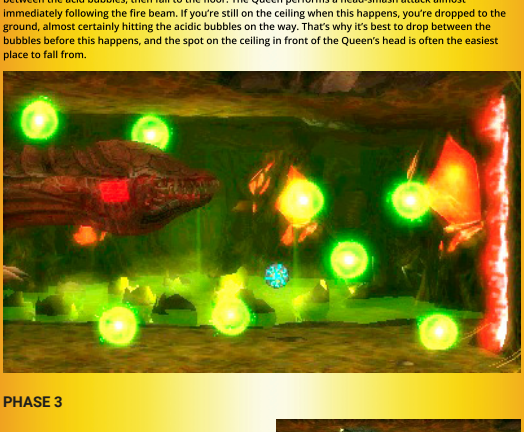
The Queen's head hits the ground, and its mouth gapes open for a Super Missile volley. Take care not to stand too close. Its mouth snaps, which is an easy way to take a little damage unexpectedly.



At times, the Queen breathes fire only on the east wall. This may look like a non-issue, but if you aren't in the Morph Ball and underneath the Queen's head before it finishes spraying fire, you're sure to take damage. As soon as the Queen finishes breathing fire, it begins blowing air out of its mouth, pushing you toward the engulfed wall. If you stay under the Queen's head and roll to the left during this time, you can get through the attack unscathed.

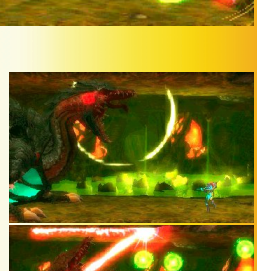


If the Queen turns green, quickly Spider Ball up the east wall, around the ceiling, and stop just in front of where its head is below you. It sprays a small smattering of acidic bubbles around the center of the room, then sprays the floor and east wall with fire. As soon as the fire on the floor disappears, find an opening between the acid bubbles, then fall to the floor. The Queen performs a head-smash attack almost immediately following the fire beam. If you're still on the ceiling when this happens, you're dropped to the ground, almost certainly hitting the acidic bubbles on the way. That's why it's best to drop between the bubbles before this happens, and the spot on the ceiling in front of the Queen's head is often the easiest place to fall from.

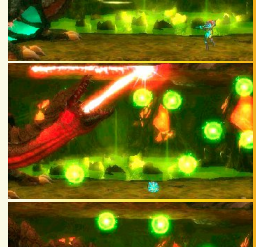


PHASE 3

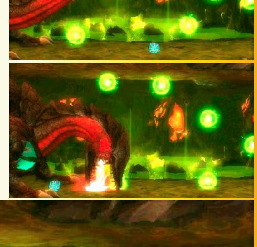
The Queen starts Phase 3 with another counterable attack. Don't miss this opportunity to score some easy Super Missile shots.

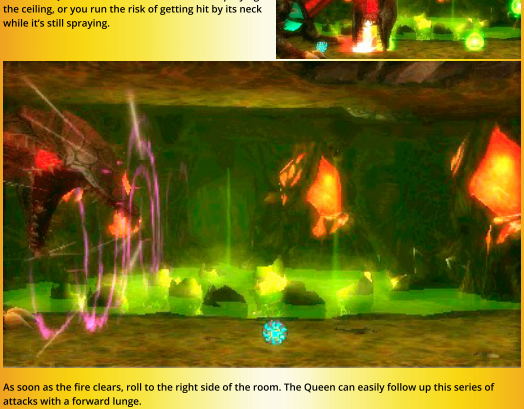


The Queen mixes up its acid bubble attack by shooting fire beams at the ceiling instead of the floor. During this phase, it's best to wait in the bottom-right corner when the Queen unleashes its acid bubbles. Climbing to the ceiling not only risks the fire beams, but it's harder to get to a place where you can avoid damage.



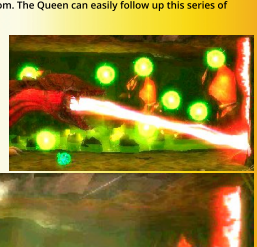
The best place to hide when the Queen starts spraying the ceiling after the acid bubble attack is under its head. It follows up spraying the ceiling by spraying the floor, which gives you scant space to hide. Don't go under the Queen's head until after it finishes spraying the ceiling, or you run the risk of getting hit by its neck while it's still spraying.

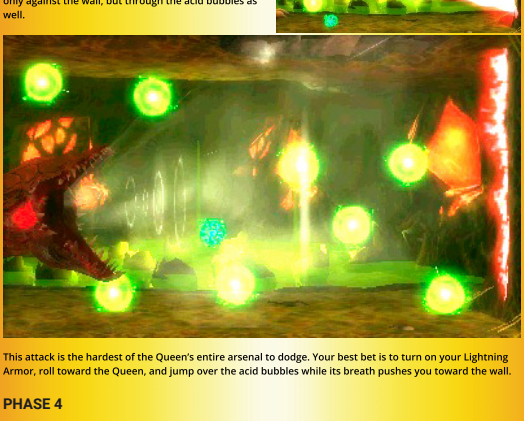




As soon as the fire clears, roll to the right side of the room. The Queen can easily follow up this series of attacks with a forward lunge.

Bad news: you're not done dealing with the Queen's fire beams yet. Occasionally, the Queen spits out acid bubbles, then immediately sprays fire on the east wall. This is your cue to race under the Queen's head—but not until it begins spraying the wall, or you might get hit by its neck. As soon as it finishes spraying the wall, it begins blowing air to push you not only against the wall, but through the acid bubbles as well.



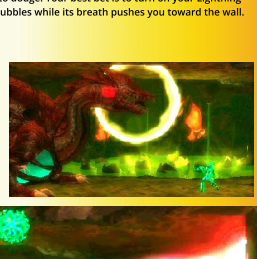


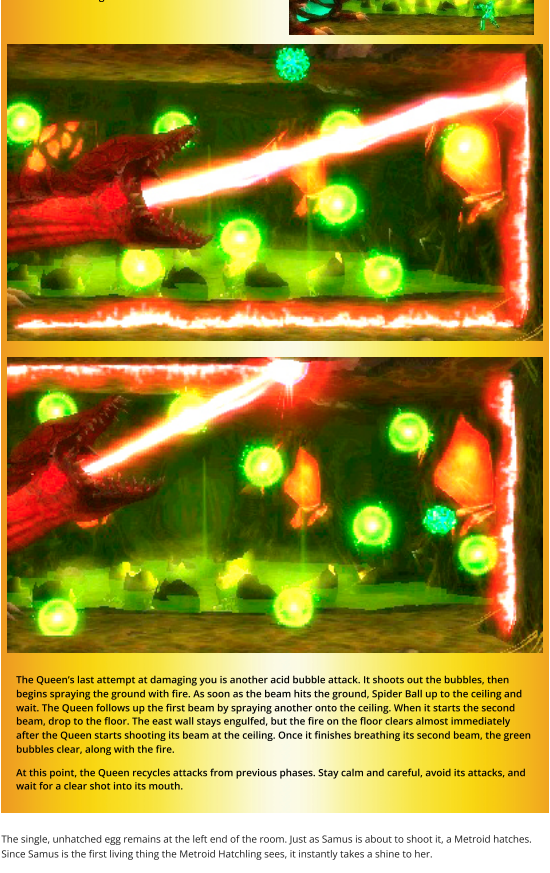
This attack is the hardest of the Queen's entire arsenal to dodge. Your best bet is to turn on your Lightning Armor, roll toward the Queen, and jump over the acid bubbles while its breath pushes you toward the wall.

PHASE 4

This is the homestretch. The Queen has only one more trick up its sleeve, so hang in there! You're almost done!

As in the other phases, the Queen starts by performing its counterable attack. Get into position and take advantage!



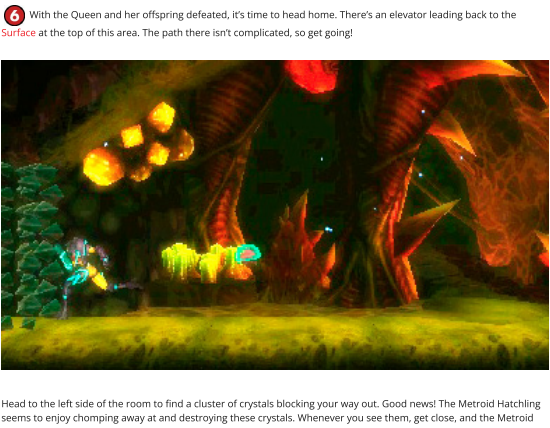


The Queen's last attempt at damaging you is another acid bubble attack. It shoots out the bubbles, then begins spraying the ground with fire. As soon as the beam hits the ground, Spider Ball up to the ceiling and wait. The Queen follows up the first beam by spraying another onto the ceiling. When it starts the second beam, drop to the floor. The east wall stays engulfed, but the fire on the floor clears almost immediately after the Queen starts shooting its beam at the ceiling. Once it finishes breathing its second beam, the green bubbles clear, along with the fire.

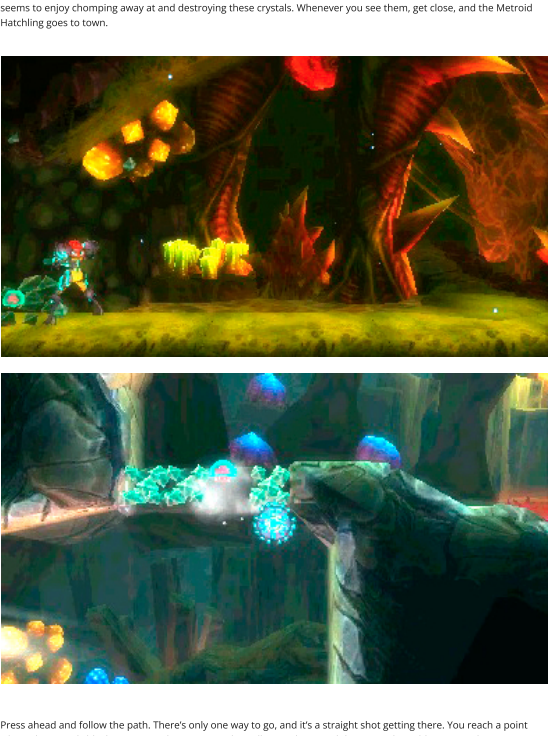
At this point, the Queen recycles attacks from previous phases. Stay calm and careful, avoid its attacks, and wait for a clear shot into its mouth.

The single, unhatched egg remains at the left end of the room. Just as Samus is about to shoot it, a Metroid hatches. Since Samus is the first living thing the Metroid Hatchling sees, it instantly takes a shine to her.

6 With the Queen and her offspring defeated, it's time to head home. There's an elevator leading back to the Surface at the top of this area. The path there isn't complicated, so get going!

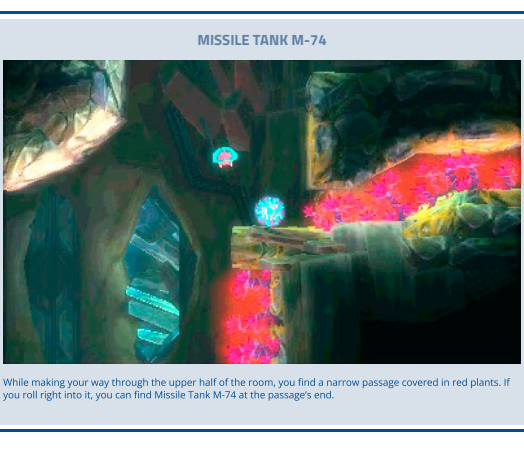


Head to the left side of the room to find a cluster of crystals blocking your way out. Good news! The Metroid Hatchling seems to enjoy chomping away at and destroying these crystals. Whenever you see them, get close, and the Metroid Hatchling goes to town.

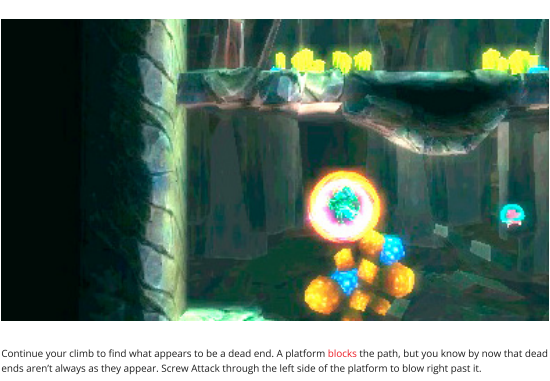


Press ahead and follow the path. There's only one way to go, and it's a straight shot getting there. You reach a point where the crystals block a passage above you. Spider Ball up to them, and the Metroid Hatchling starts chomping away.

MISSILE TANK M-74

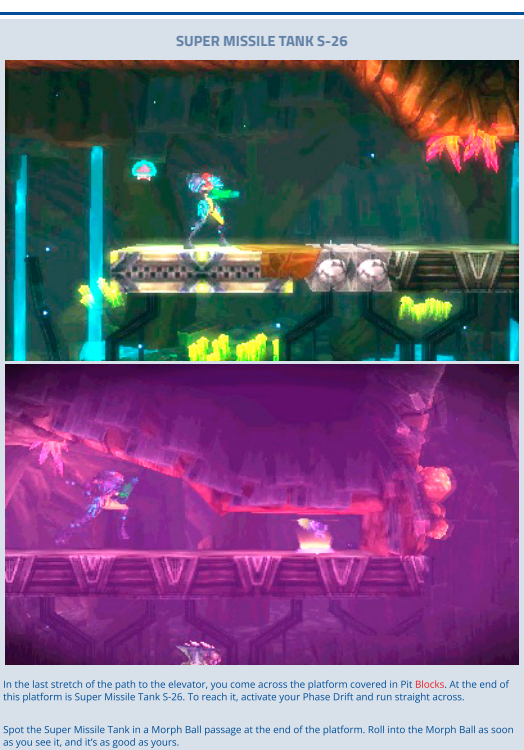


While making your way through the upper half of the room, you find a narrow passage covered in red plants. If you roll right into it, you can find Missile Tank M-74 at the passage's end.



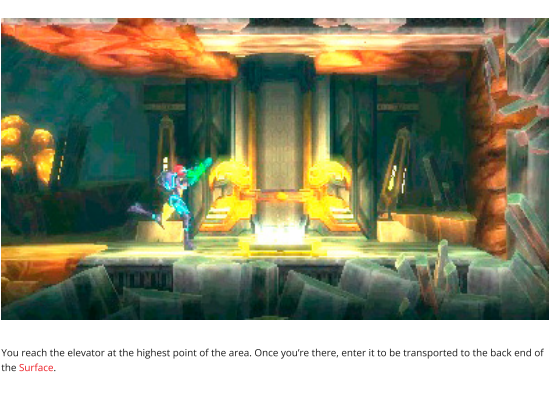
Continue your climb to find what appears to be a dead end. A platform blocks the path, but you know by now that dead ends aren't always as they appear. Screw Attack through the left side of the platform to blow right past it.

SUPER MISSILE TANK S-26

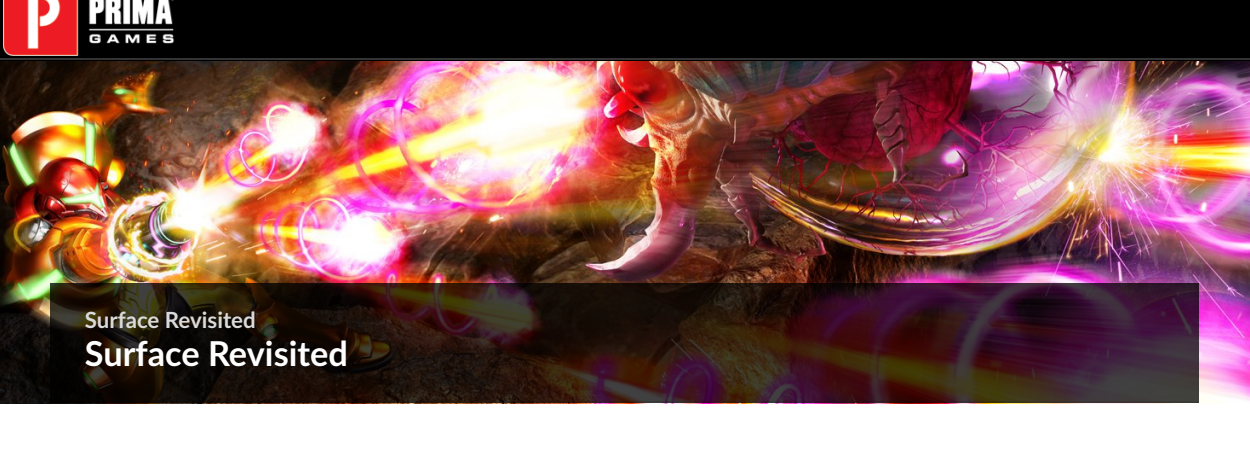


In the last stretch of the path to the elevator, you come across the platform covered in Pit Blocks. At the end of this platform is Super Missile Tank S-26. To reach it, activate your Phase Drift and run straight across.

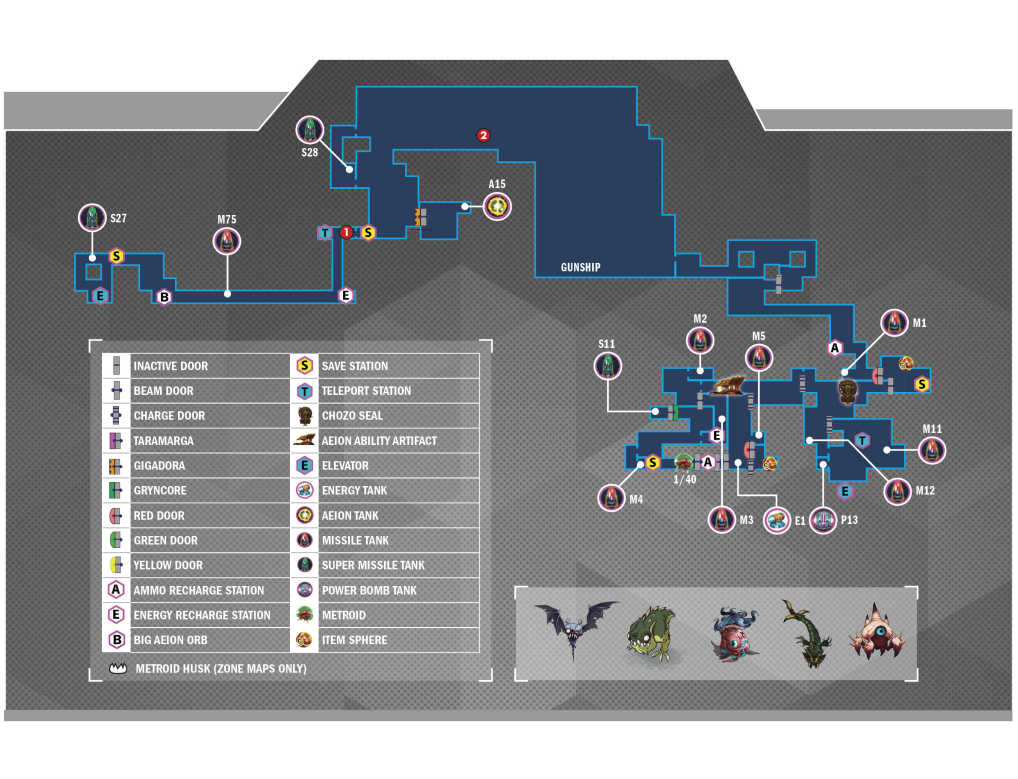
Spot the Super Missile Tank in a Morph Ball passage at the end of the platform. Roll into the Morph Ball as soon as you see it, and it's as good as yours.

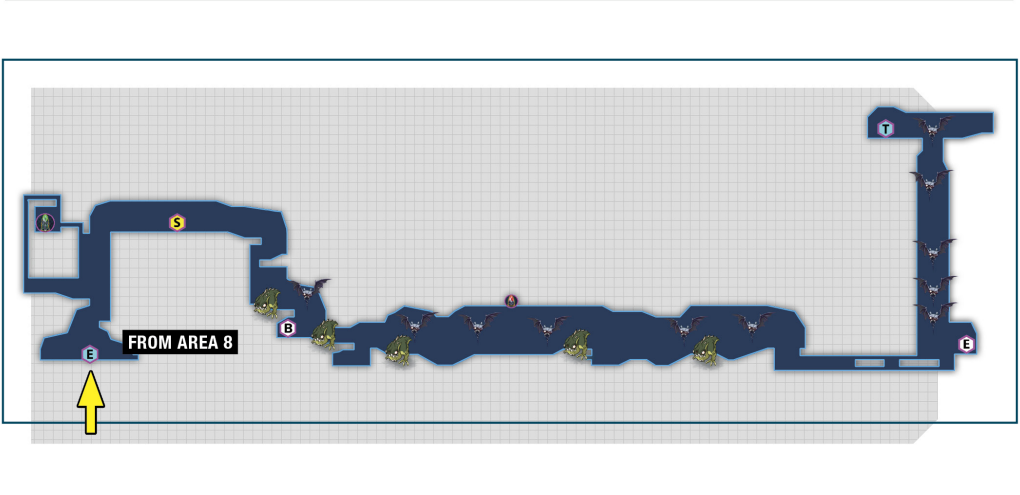


You reach the elevator at the highest point of the area. Once you're there, enter it to be transported to the back end of the Surface.

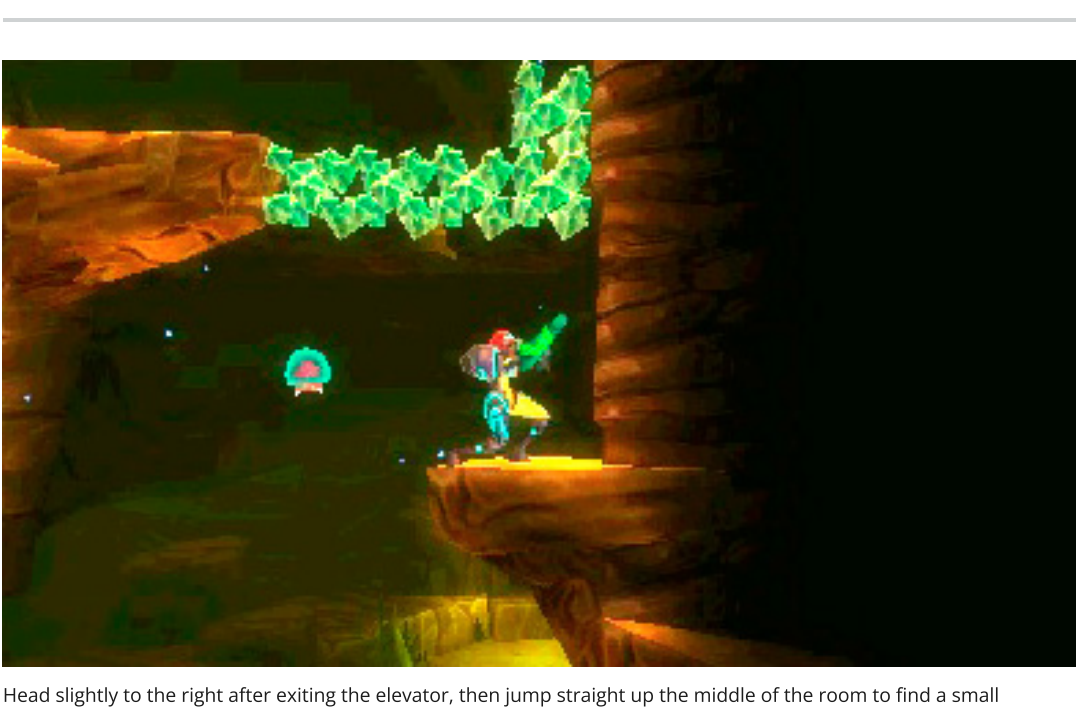


Surface Revisited

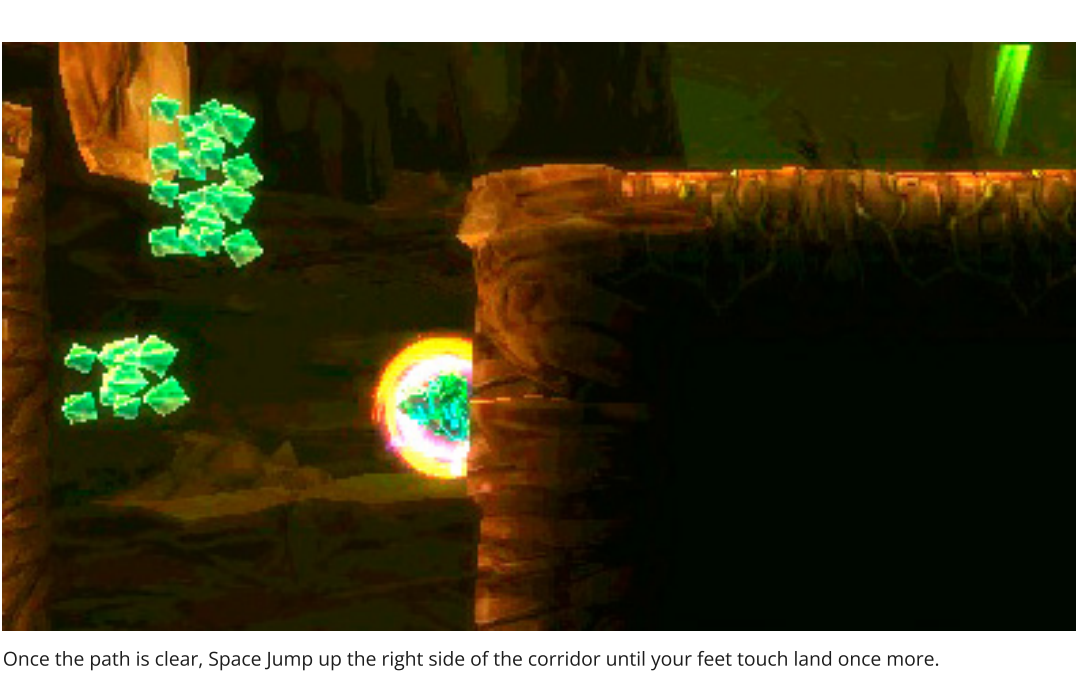




① Everything comes full circle. You're back on the Surface, but on the far west end. There's little to do besides grab any upgrades you missed during your journey and make your way back to the Gunship, so best not to delay.



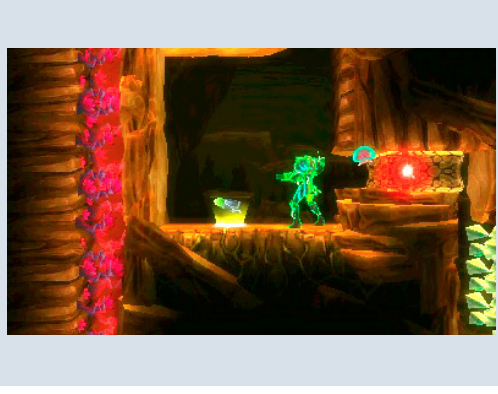
Head slightly to the right after exiting the elevator, then jump straight up the middle of the room to find a small platform and a passage blocked by more crystals. Wait a moment for the Metroid Hatchling to take care of them.



Once the path is clear, Space Jump up the right side of the corridor until your feet touch land once more.

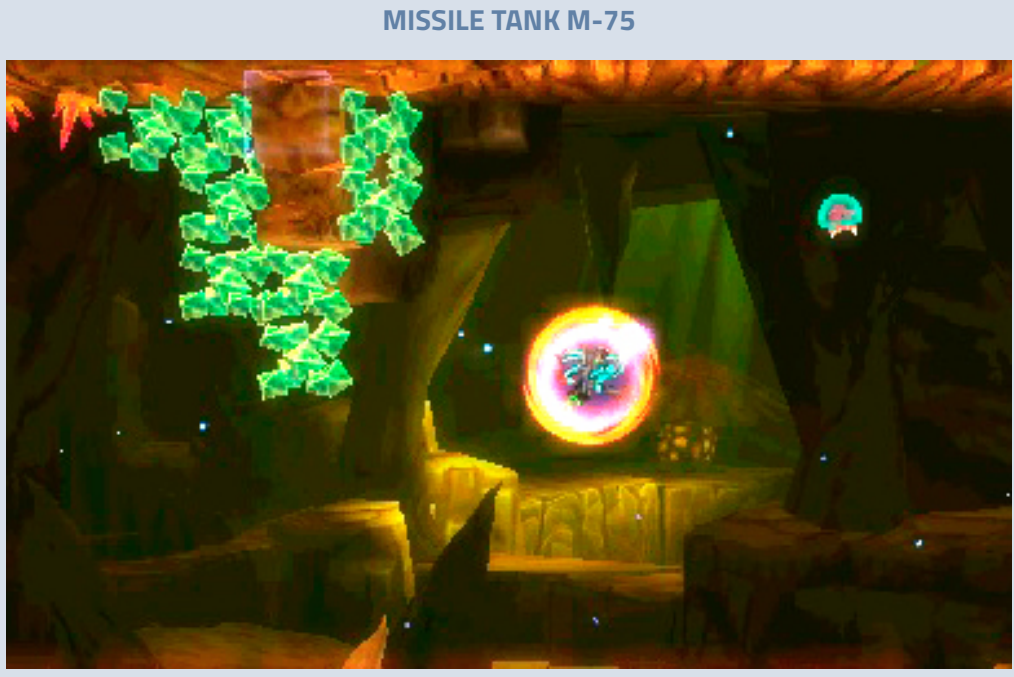
SUPER MISSILE TANK S-27

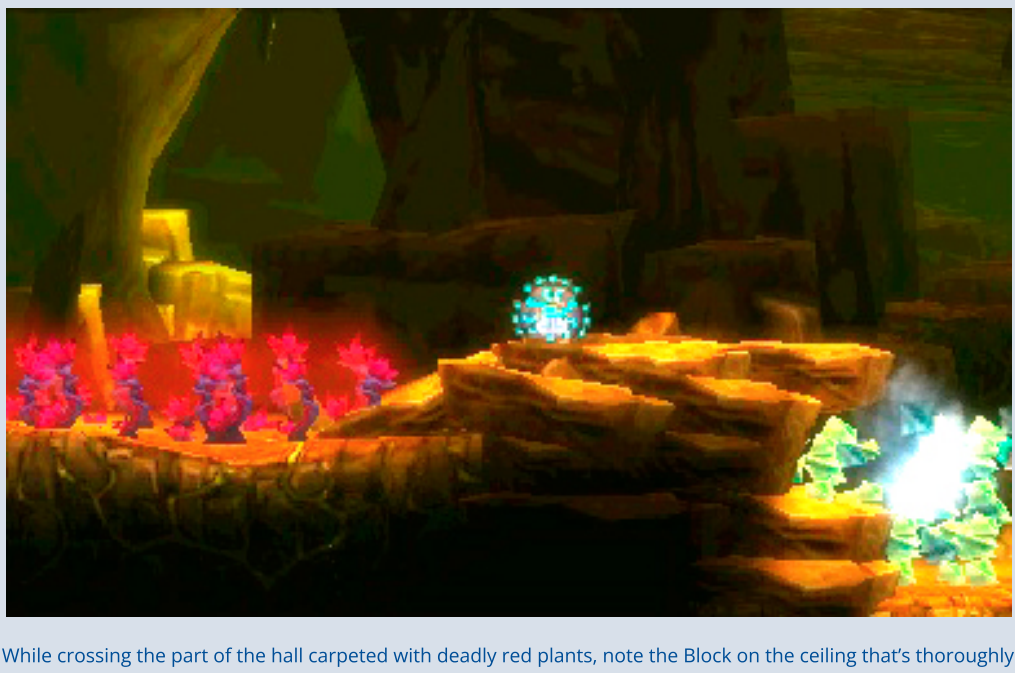
If you travel up the left side of the corridor instead of the right, you can grab a quick and easy Super Missile Tank. Afterward, use the Grapple Beam on the Pull Block to the right for a fast escape from the Super Missile Tank's enclosure.



Continue to the right and let the Metroid Hatchling destroy the crystal formation at the end of the hall. Drop down the newly opened corridor and wait for the Metroid Hatchling to destroy the crystal formation on the right.

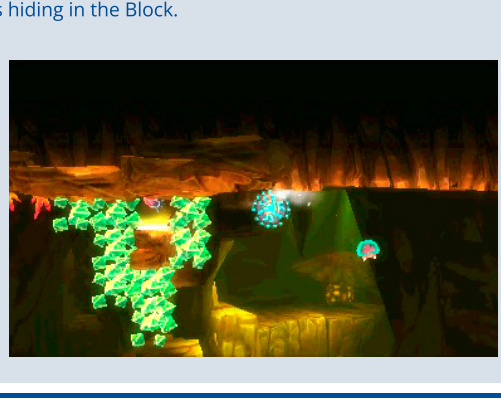
MISSILE TANK M-75



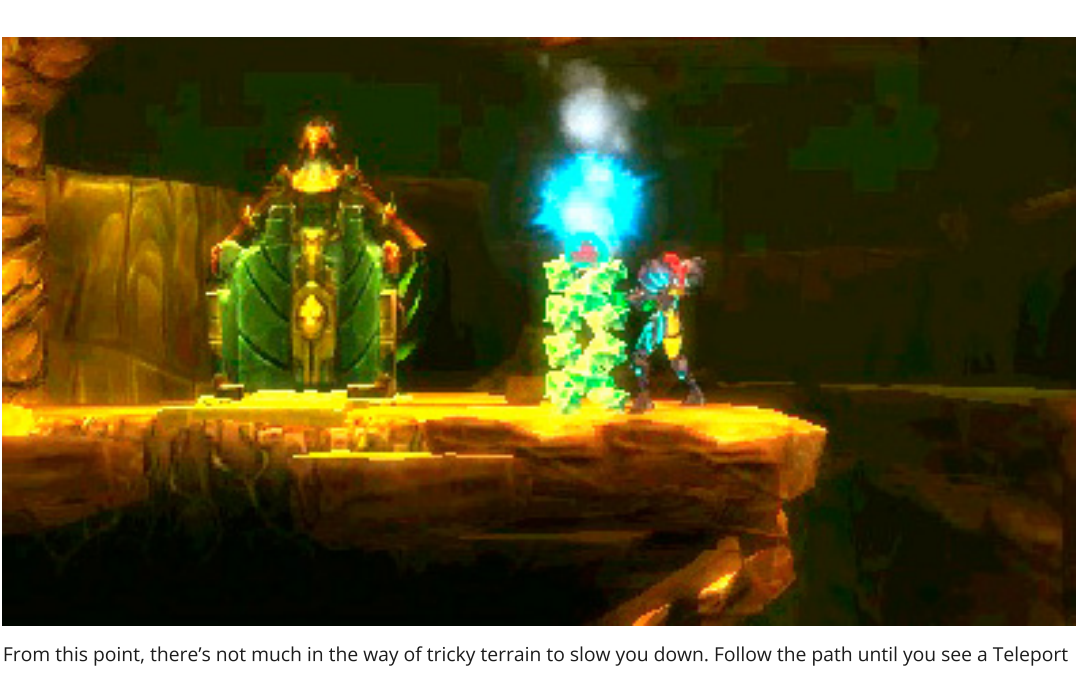


While crossing the part of the hall carpeted with deadly red plants, note the Block on the ceiling that's thoroughly covered in crystals. This isn't decoration—a Missile Tank is hiding in the Block.

To reach the Missile Tank, head to the right until you're out of the red plants. Go into Morph Ball form, grip the ground with the Spider Ball, and use a Power Bomb to shoot yourself onto the ceiling.



From here, roll to the crystal formation and wait for the Metroid Hatchling to eat its way through to the tank. Claim it as your own.



From this point, there's not much in the way of tricky terrain to slow you down. Follow the path until you see a Teleport Station blocked off by more crystals on your left. If there's anything you want to do in other areas, now's the time.

END OF THE LINE

This is the last Teleport Station you have access to before the end of the mission. Consider taking the time to gather more items—the Metroids may be gone, but SR388 is still a hostile place. There could be more dangers lying in wait…

CLEANUP

Past Cleanups

This is where you can find a full list of Cleanup items. Items covered in previous Cleanup sections include reference points for where you can look up full location and retrieval details. If you've been skipping Cleanups so far, this is your opportunity to make all the rounds.

With the Metroid Hatchling in your possession, you're now capable of grabbing every remaining item on the planet. Note that the Metroid Hatchling's crystal-crunching ability makes it easier to get some of these items. Crystals are spread all across SR388, especially around item tanks. While the original text for each of these items points you in its direction, the task of obtaining them is often simplified once you have the Metroid Hatchling.

Surface Cleanup

M-11, M-12: See Walkthrough Area 1 Cleanup.

S-11: See Walkthrough Area 5 Cleanup.

Area 1 Cleanup

M-21: See Walkthrough Area 2 Cleanup.

A-9, S-12: See Walkthrough Area 5 Cleanup.

M-39: See Walkthrough Area 4 Cleanup.

Area 2 Cleanup

M-22: See Walkthrough Area 2 Cleanup.

A-3, M-32: See Walkthrough Area 3 Cleanup.

M-40, S-4: See Walkthrough Area 4 Cleanup.

A-10, S-13: See Walkthrough Area 5 Cleanup.

P-14: See Walkthrough Area 7 Cleanup.

Area 3 Cleanup

A-7, S-5: See Walkthrough Area 4 Cleanup.

M-52, M-53, S-14, S-15, S-16: See Walkthrough Area 5 Cleanup.

P-3, P-4, P-5: See Walkthrough Area 7 Cleanup.

Area 4 Cleanup

E-7, M-54, M-55, S-17, S-18: See Walkthrough Area 5 Cleanup.

P-6: See Walkthrough Area 7 Cleanup.

Area 5 Cleanup

A-13, P-7, P-8, P-9, P-10: See Walkthrough Area 7 Cleanup.

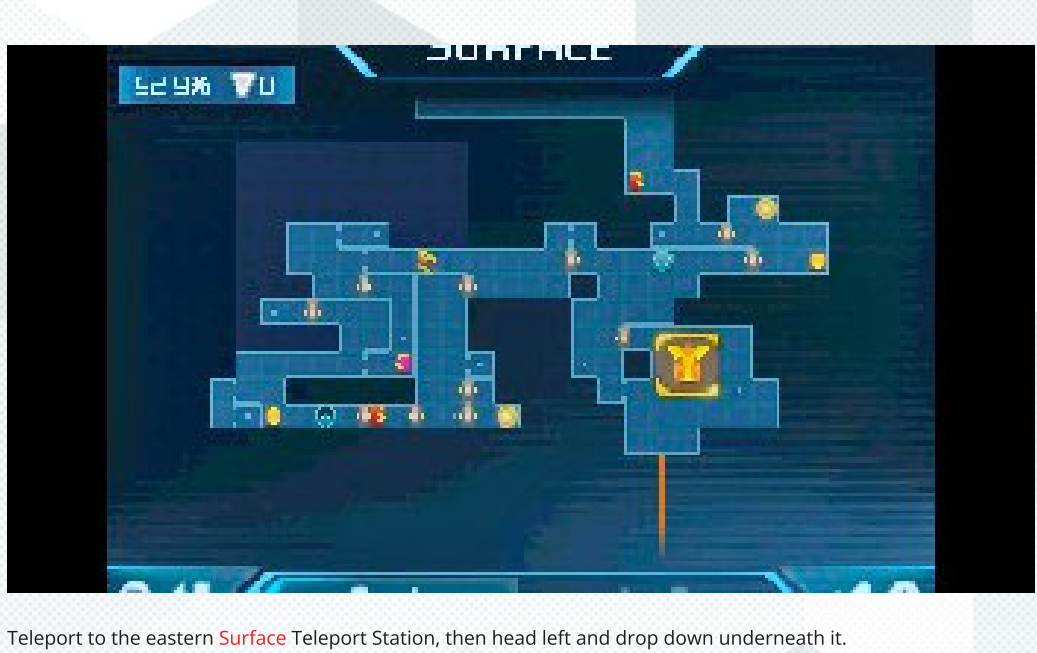
Area 6 Cleanup

P-11, S-22, S-23: See Walkthrough Area 7 Cleanup.

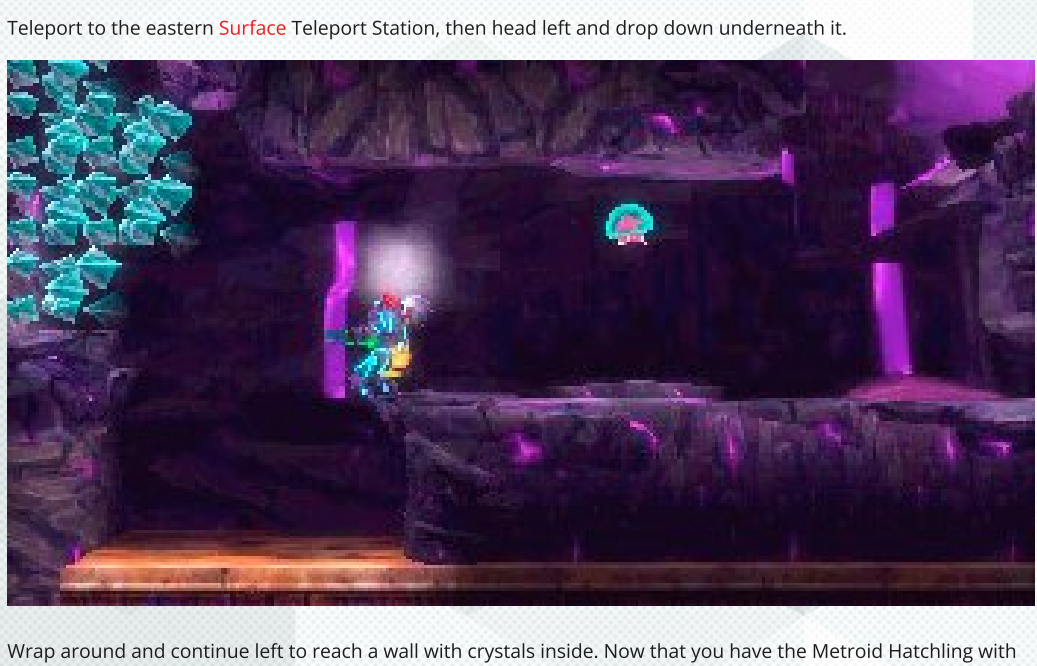
FINAL CLEANUP

This is the last Cleanup section. The following items have not been mentioned anywhere else in the Walkthrough.

Surface: Power Bomb Tank P-13



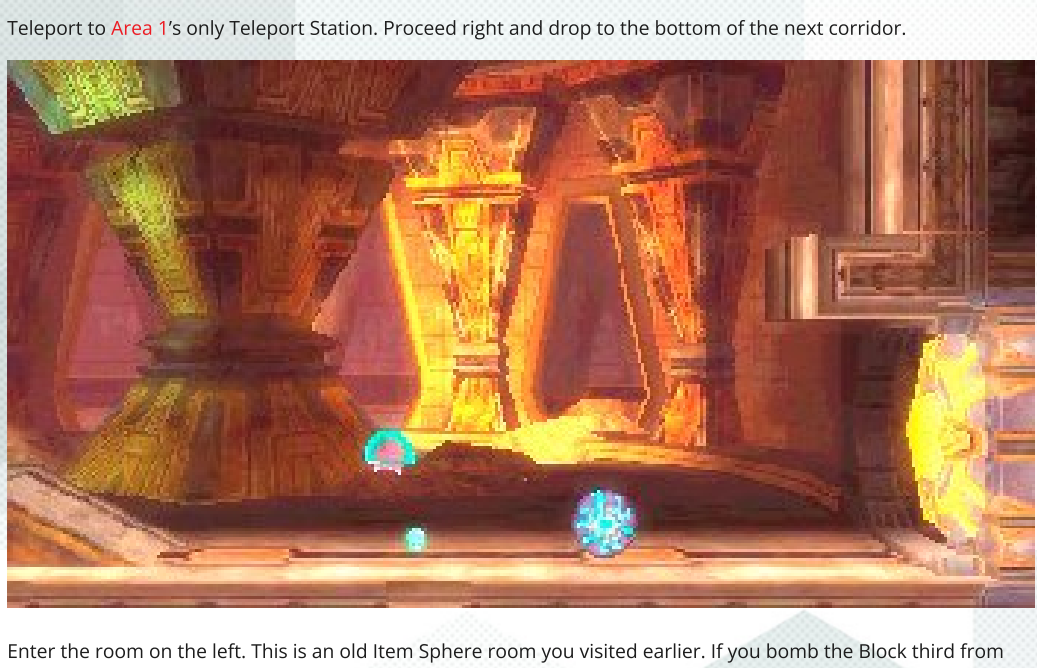
Teleport to the eastern Surface Teleport Station, then head left and drop down underneath it.



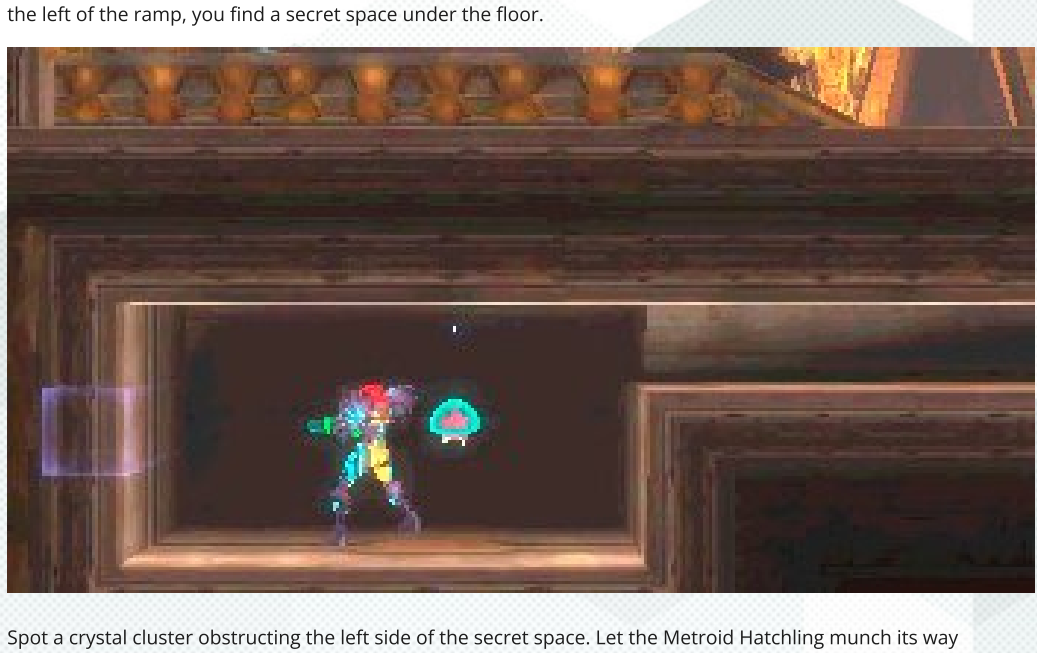
Wrap around and continue left to reach a wall with crystals inside. Now that you have the Metroid Hatchling with you, you can easily destroy those. Approach them and let the Metroid Hatchling chomp away. You find the Power Bomb Tank just beyond the crystals.

Area 1: Super Missile Tank S-29

Teleport to Area 1's only Teleport Station. Proceed right and drop to the bottom of the next corridor.

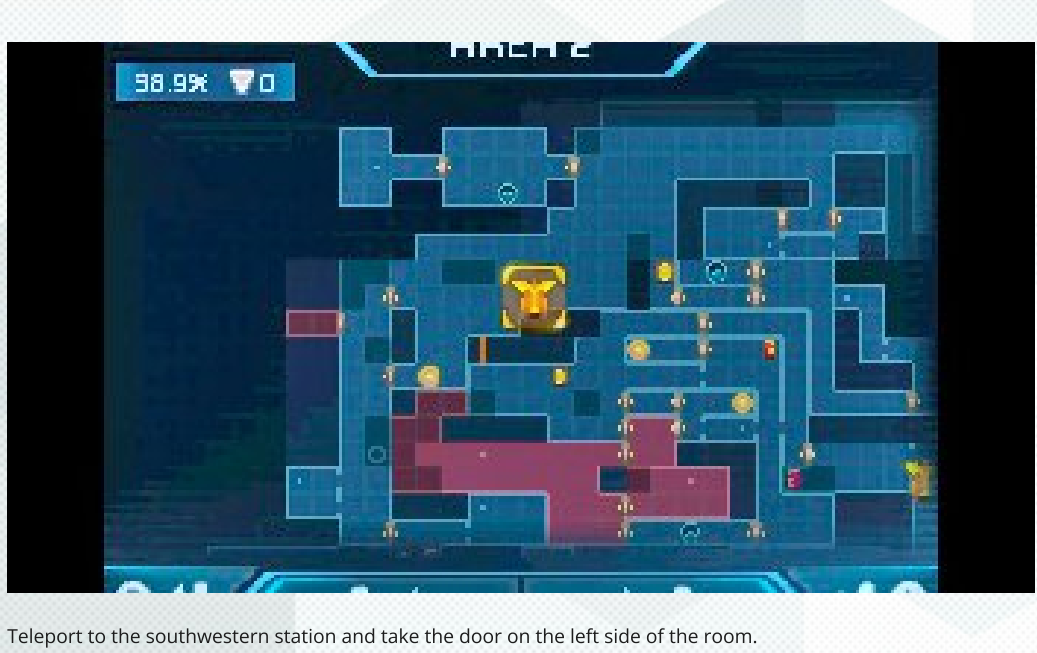


Enter the room on the left. This is an old Item Sphere room you visited earlier. If you bomb the Block third from the left of the ramp, you find a secret space under the floor.

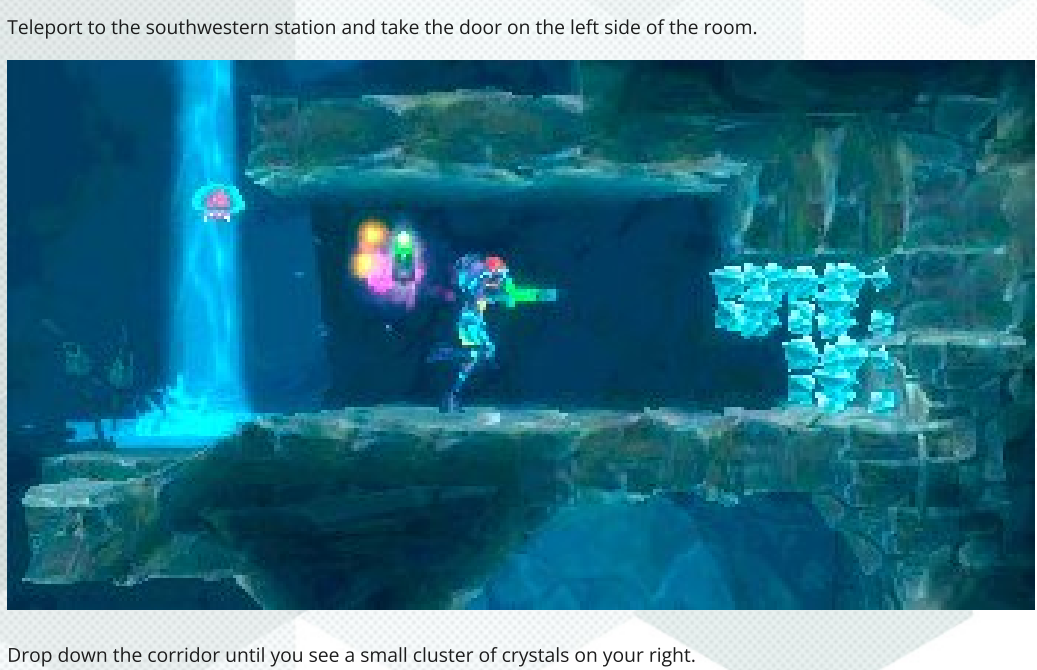


Spot a crystal cluster obstructing the left side of the secret space. Let the Metroid Hatchling munch its way through, then shoot a missile at the Block on the middle-left side of the wall to gain access to Super Missile Tank S-29.

Area 2: Super Missile Tank S-30

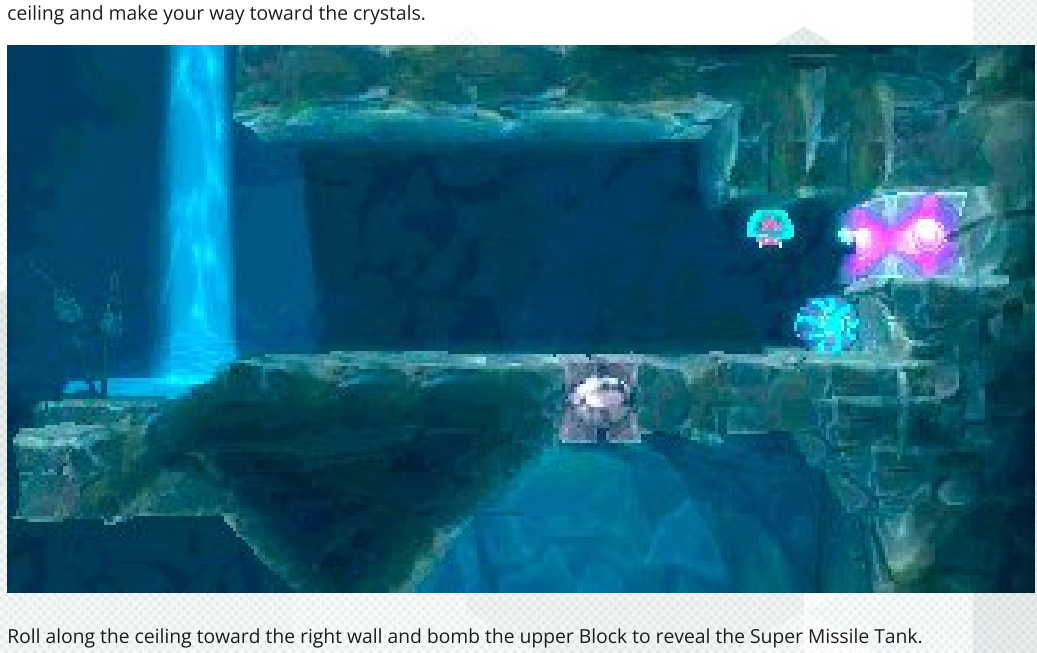


Teleport to the southwestern station and take the door on the left side of the room.



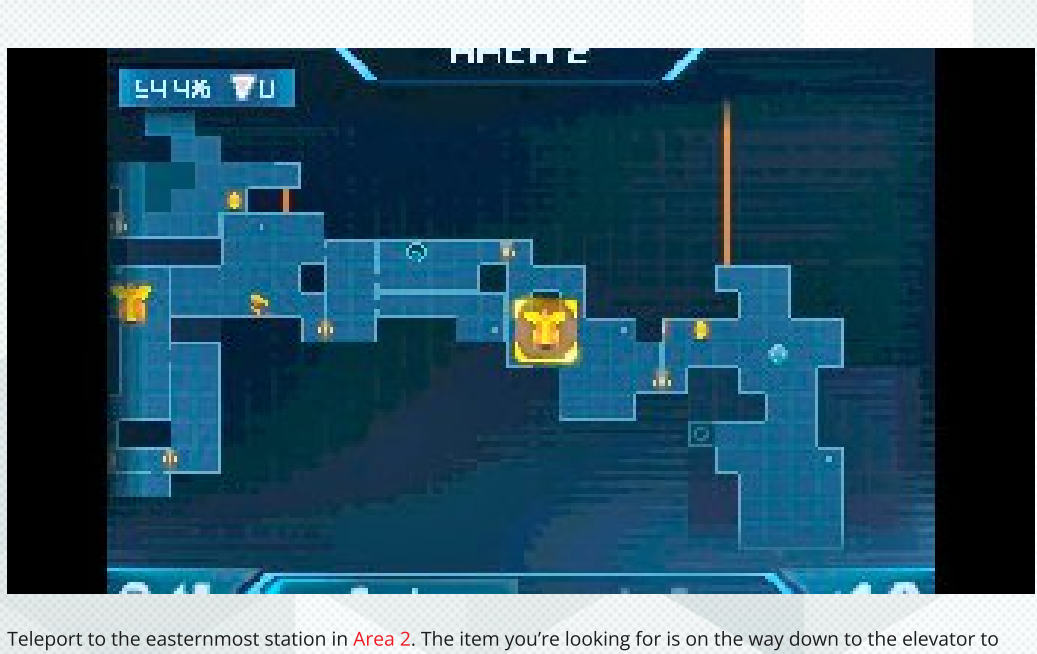
Drop down the corridor until you see a small cluster of crystals on your right.

Stop short of the narrow land bridge ahead; the Blocks there are all Pit Blocks. Spring and Spider Ball onto the ceiling and make your way toward the crystals.

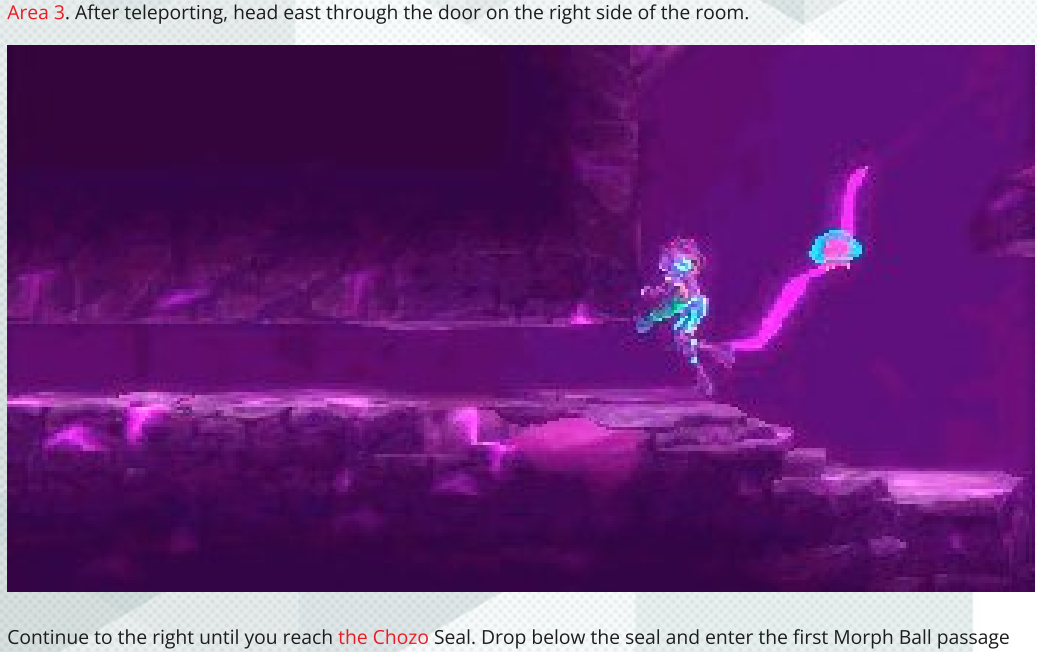


Roll along the ceiling toward the right wall and bomb the upper Block to reveal the Super Missile Tank.

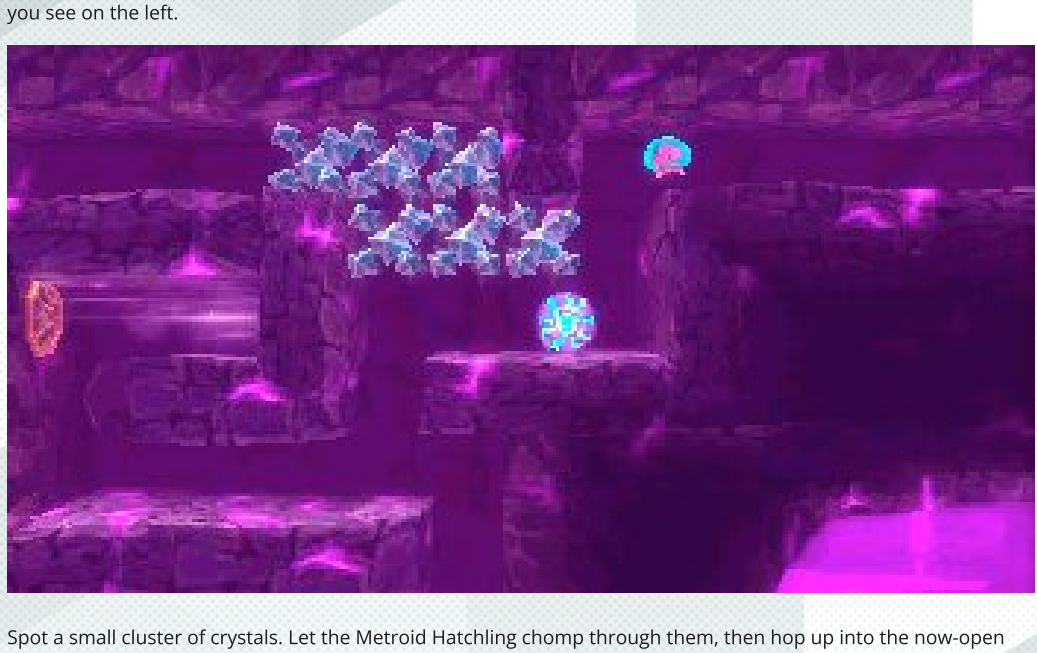
Area 2: Power Bomb Tank P-15



Teleport to the easternmost station in Area 2. The item you're looking for is on the way down to the elevator to Area 3. After teleporting, head east through the door on the right side of the room.

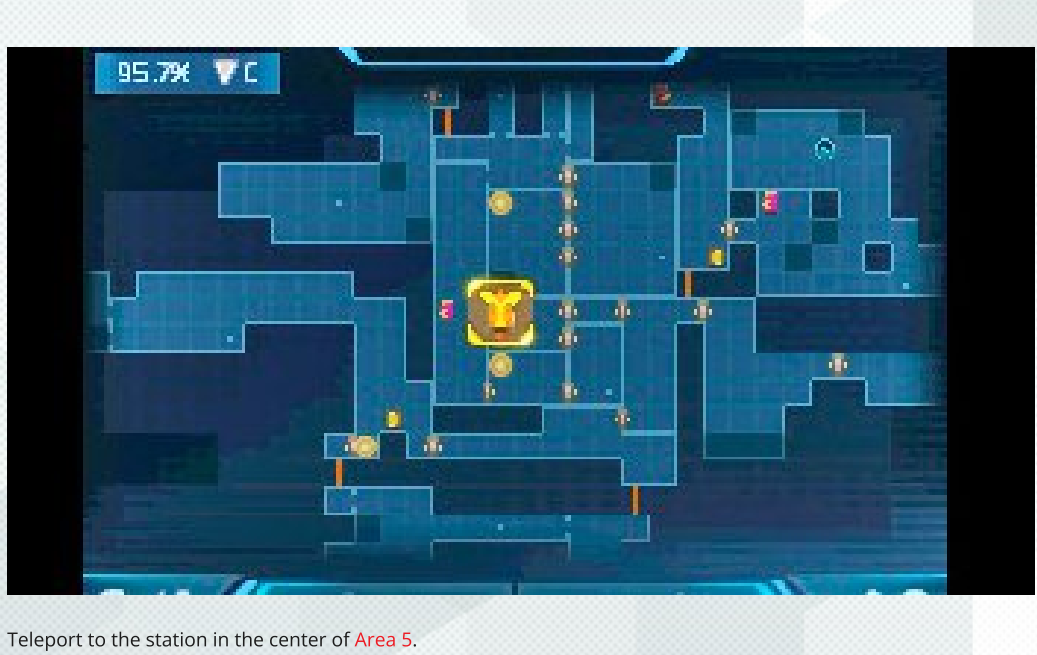


Continue to the right until you reach the Chozo Seal. Drop below the seal and enter the first Morph Ball passage you see on the left.

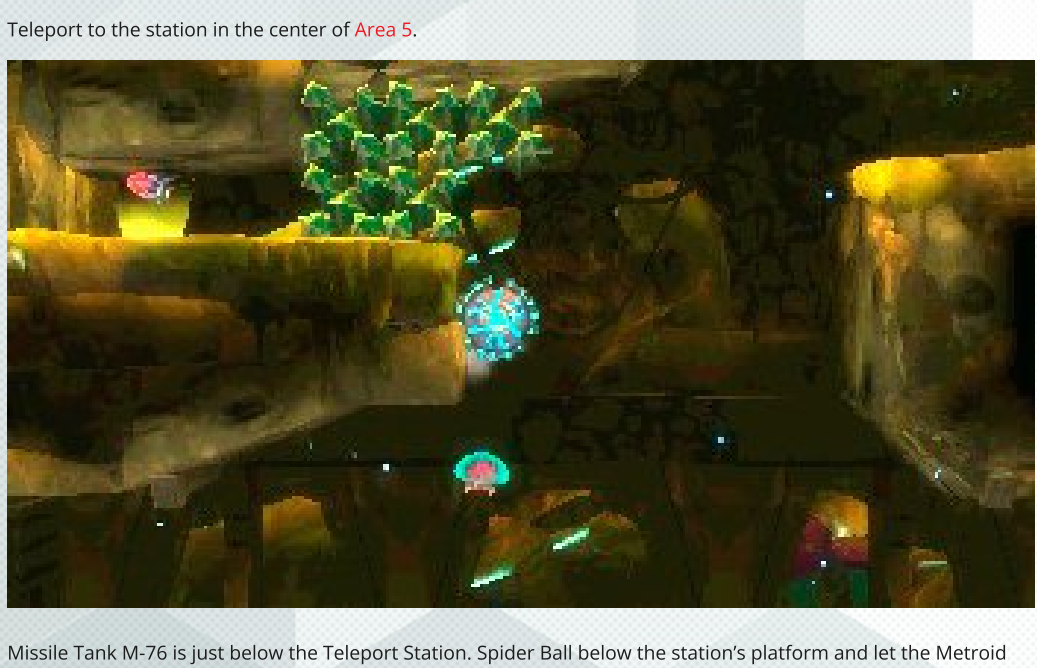


Spot a small cluster of crystals. Let the Metroid Hatchling chomp through them, then hop up into the now-open passage. Bomb the Block at the left end to reveal Power Bomb Tank P-15.

Area 5: Missile Tank M-76

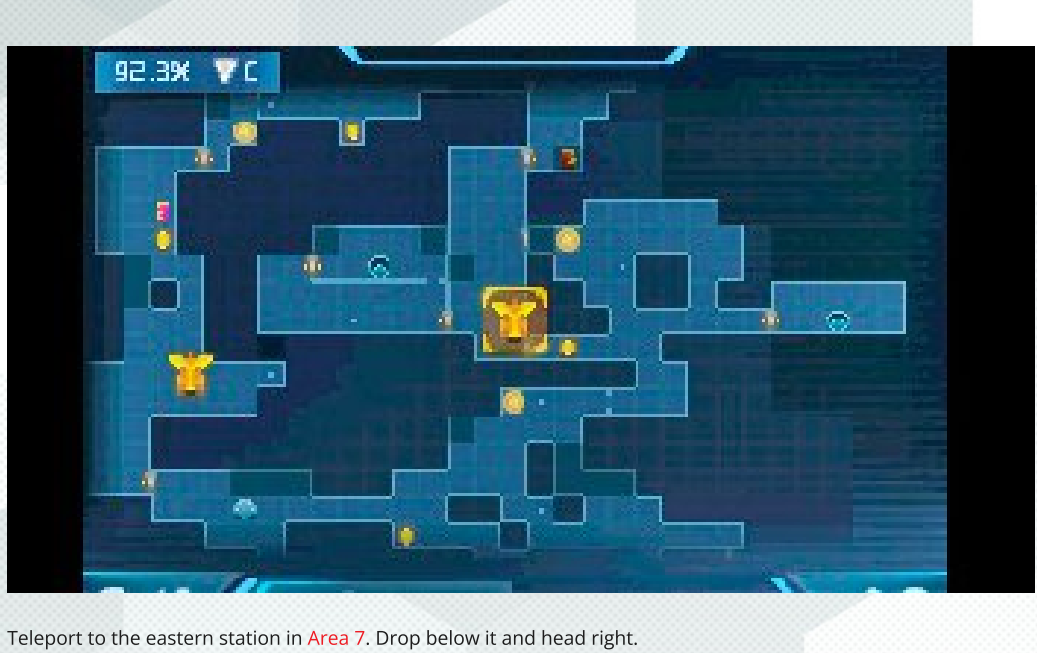


Teleport to the station in the center of Area 5.

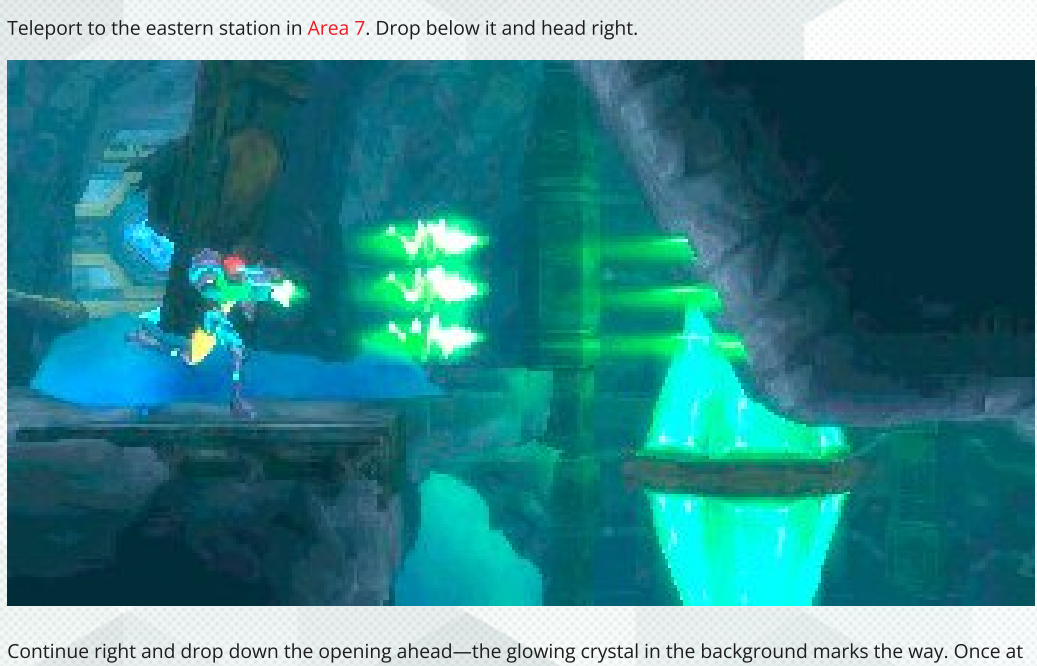


Missile Tank M-76 is just below the Teleport Station. Spider Ball below the station's platform and let the Metroid Hatchling destroy the crystals so you can reach the Missile Tank.

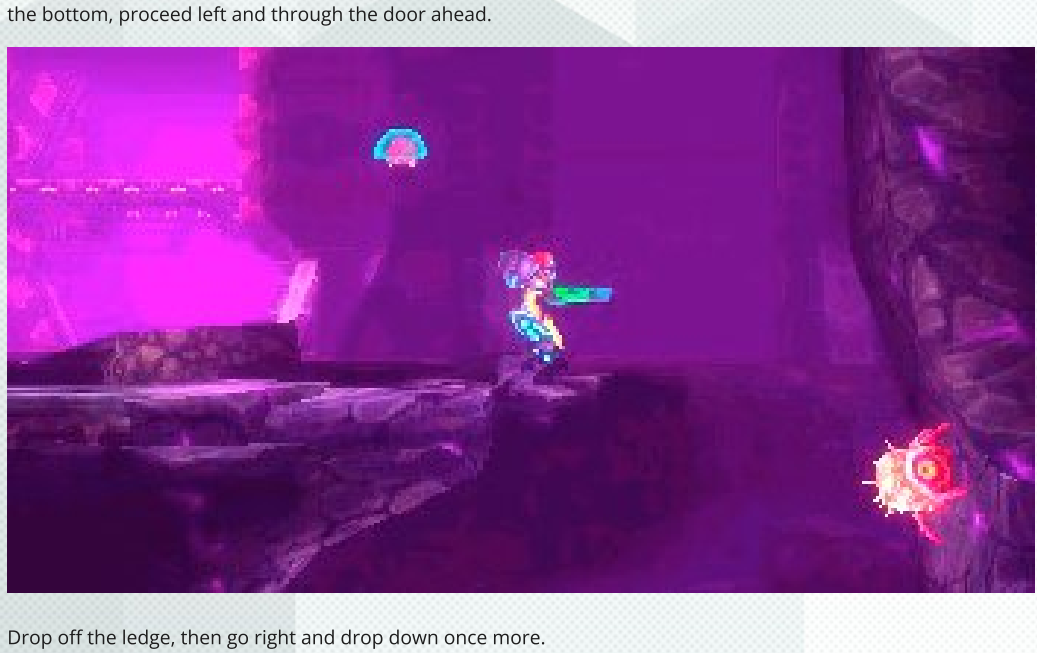
Area 7: Missile Tank M-77



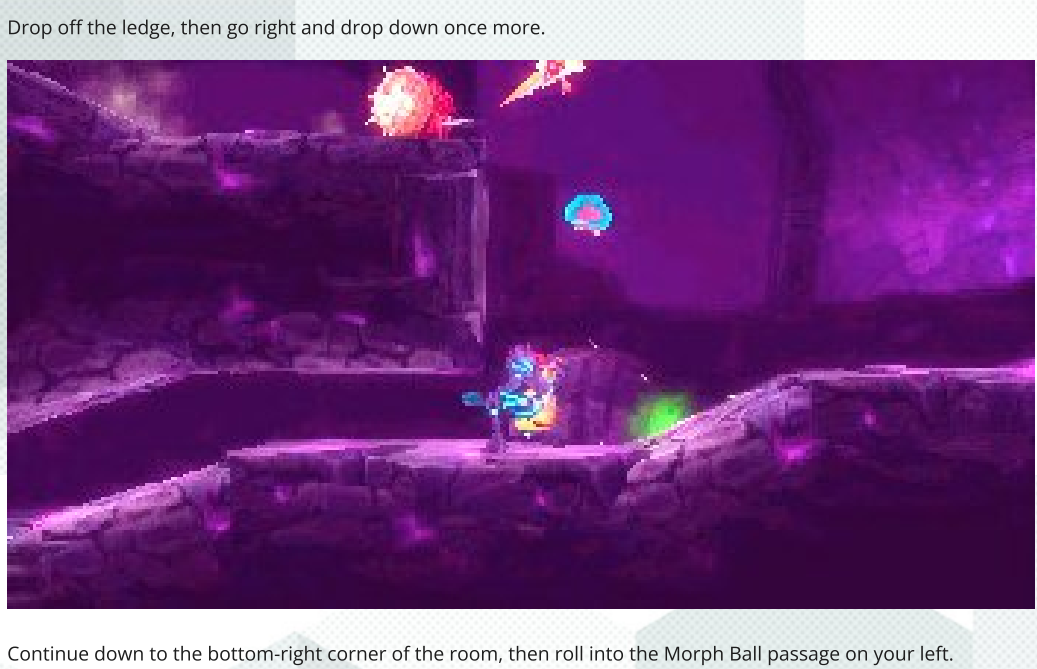
Teleport to the eastern station in Area 7. Drop below it and head right.



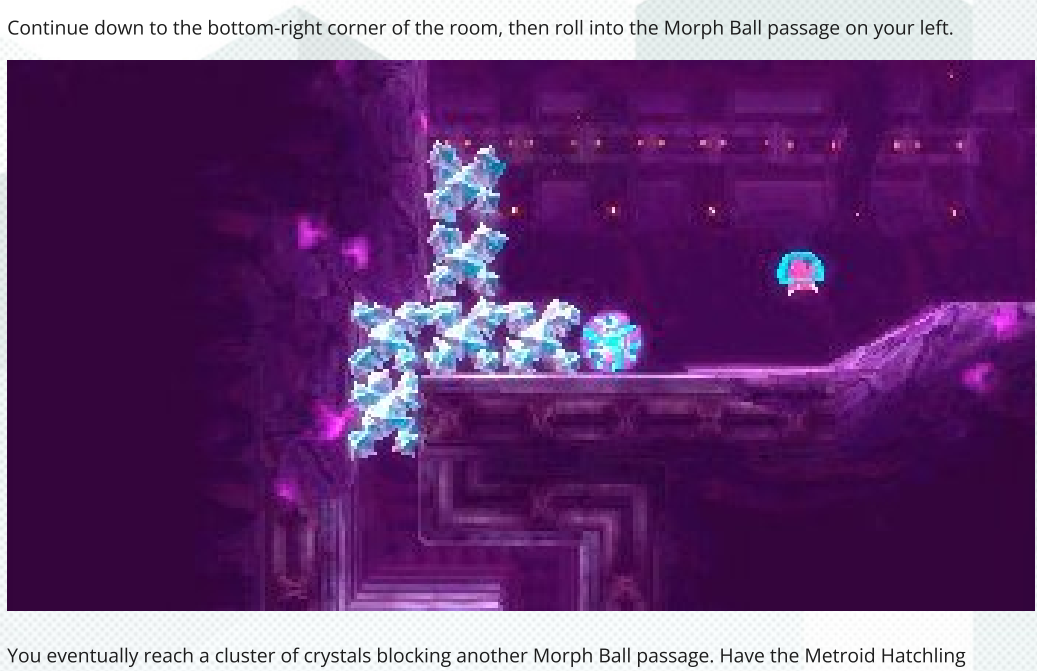
Continue right and drop down the opening ahead—the glowing crystal in the background marks the way. Once at the bottom, proceed left and through the door ahead.



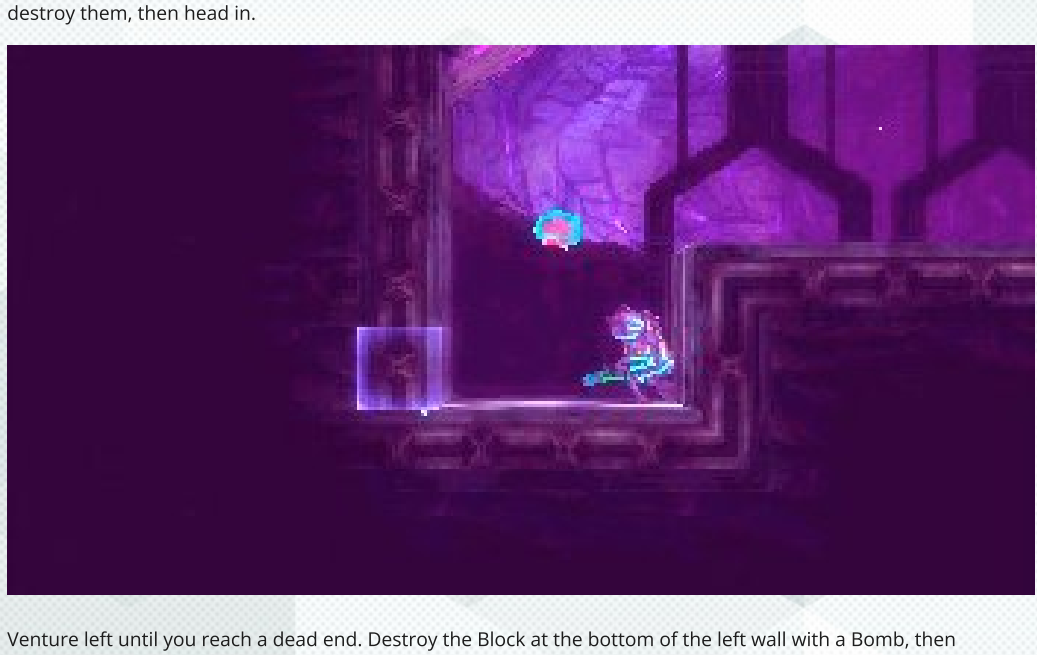
Drop off the ledge, then go right and drop down once more.



Continue down to the bottom-right corner of the room, then roll into the Morph Ball passage on your left.

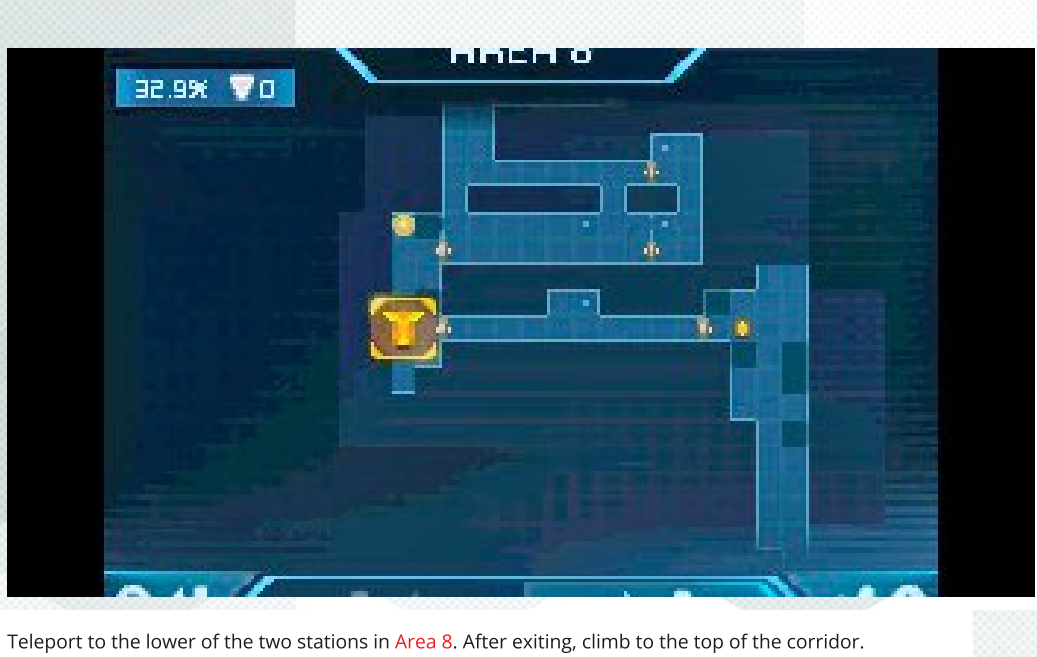


You eventually reach a cluster of crystals blocking another Morph Ball passage. Have the Metroid Hatchling destroy them, then head in.

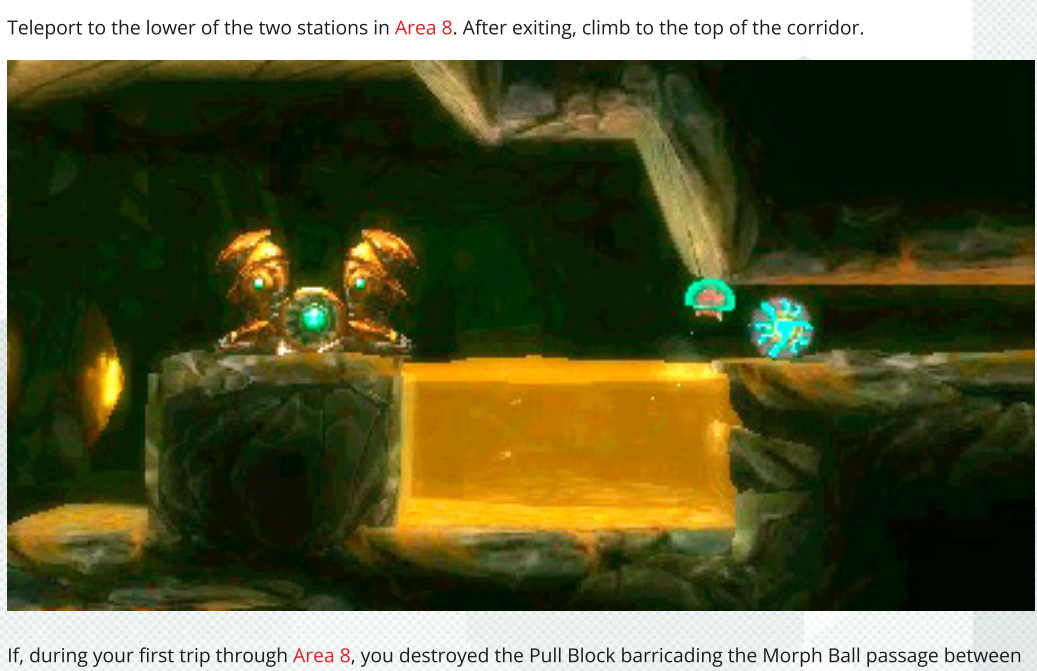


Venture left until you reach a dead end. Destroy the Block at the bottom of the left wall with a Bomb, then continue left. Find the Missile Tank up ahead.

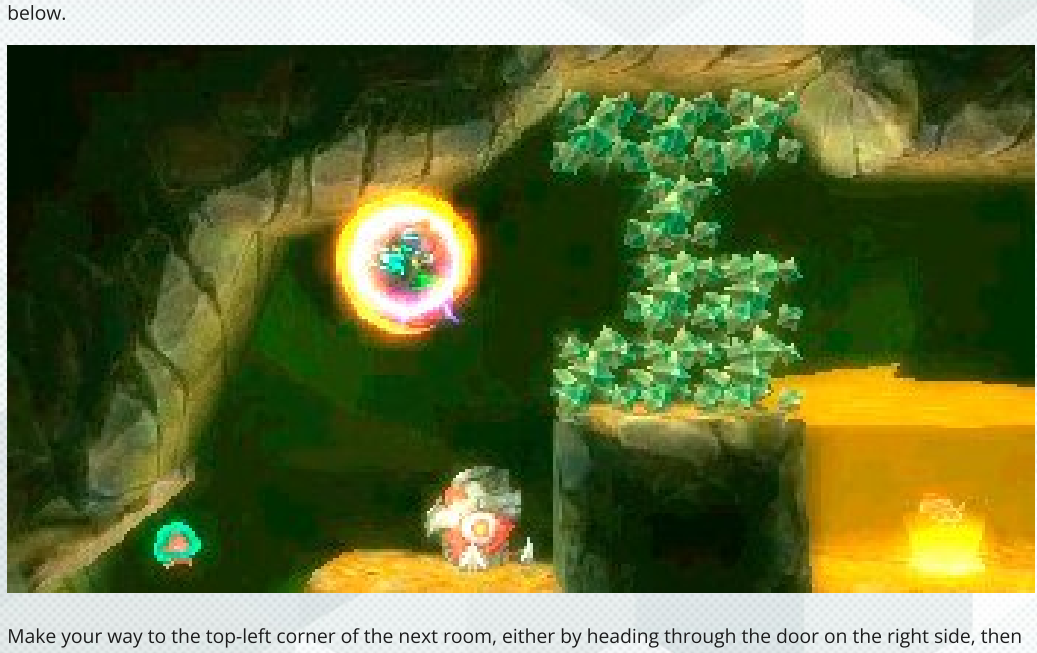
Area 8: Missile Tank M-78



Teleport to the lower of the two stations in Area 8. After exiting, climb to the top of the corridor.



If, during your first trip through Area 8, you destroyed the Pull Block barricading the Morph Ball passage between the top of this corridor and the next room, you can use the passage now to shorten your trip. If not, take the door below.

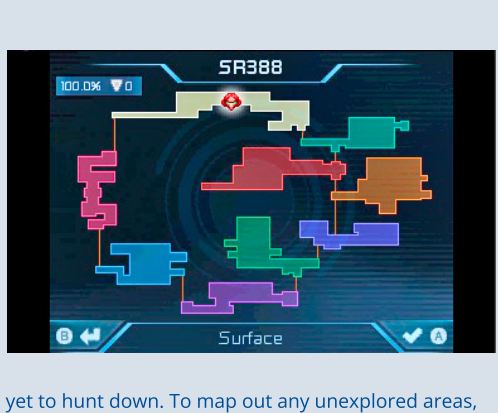


Make your way to the top-left corner of the next room, either by heading through the door on the right side, then up and left, or by taking the shortcut and going straight to the top.

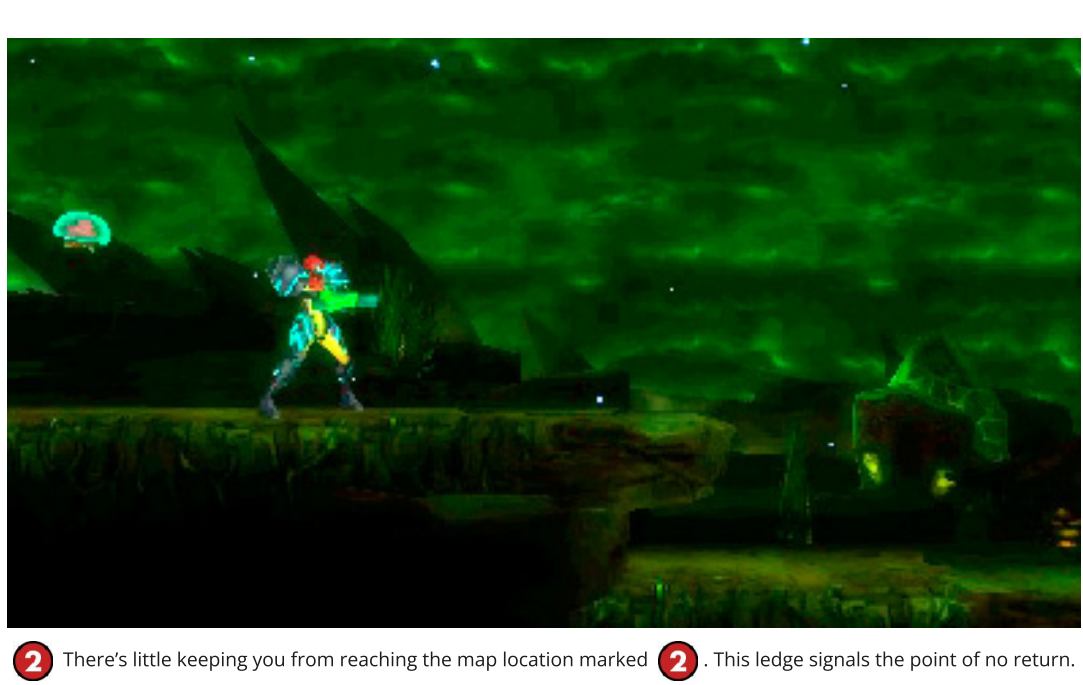
Continue up to the top of the corridor to find another crystal-blocked passage. Let the Metroid Hatchling destroy the crystals, and the Missile Tank is yours.

WHAT'S LEFT?

With that, if you've been following this Walkthrough, you should now have every item available on SR388, save for a couple more on the Surface.



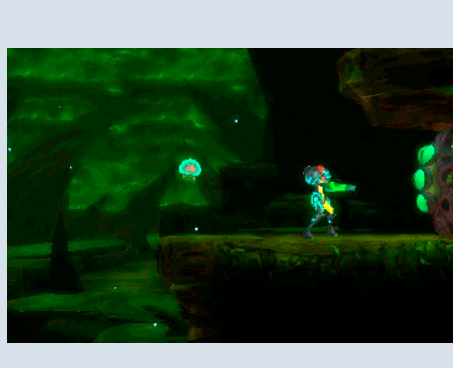
To confirm whether you've cleared an area of items, pause the game. Locate the row of icons at the bottom center of your screen and click the one on the bottom left. A world map of SR388 appears. Scroll through the map to check individual areas. In the top left of the bottom screen, a percentage is visible, indicating how much of an area's total items you've acquired. At 100%, you're done with that area. Otherwise, search the area's map for any circle icons. Dots mark locations of items you've already grabbed, while circles mark items you have yet to hunt down. To map out any unexplored areas, head to those locations and use your Scan Pulse Aeion Ability. The Scan Pulse finds any items in the vicinity.



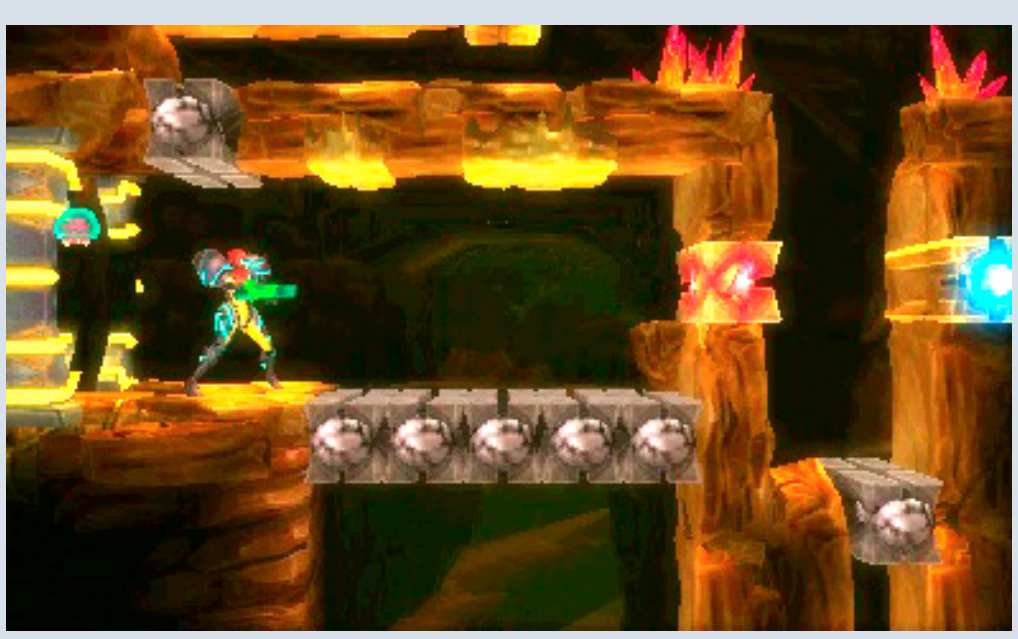
② There's little keeping you from reaching the map location marked ②. This ledge signals the point of no return. When you drop off, you initiate the end of the game. If you still have things to do, turn back and head to the nearest Teleport Station. Otherwise, it's time to see your mission through to its conclusion.

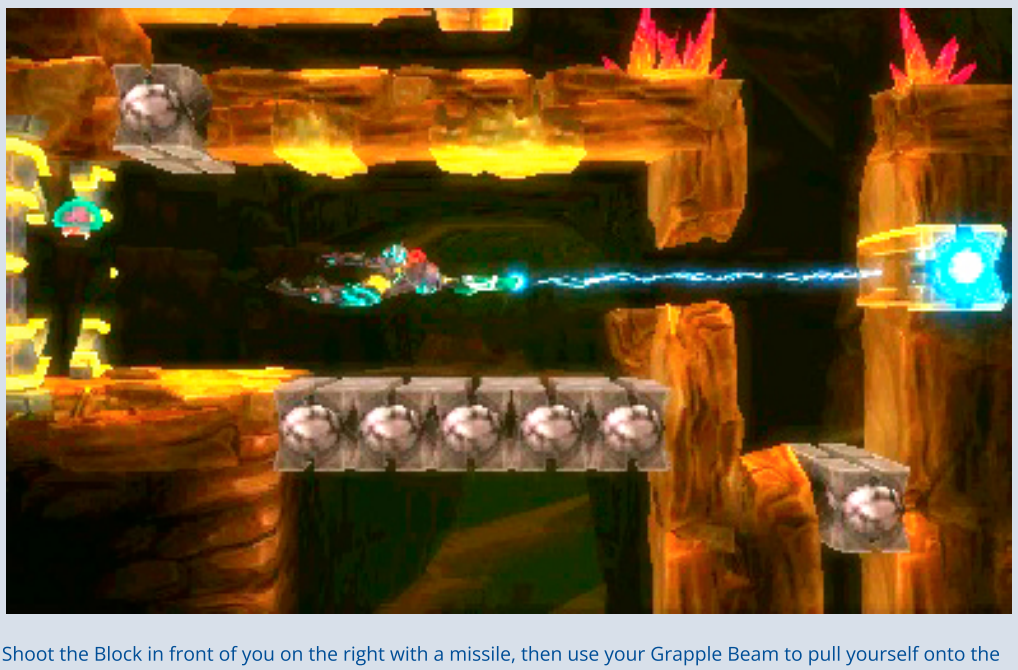
AEION TANK A-15

There are two more upgrades in this area, and they aren't really hidden. Find the first on the right side of the open area; if you see a Taramarga-covered door, you've come to the right place.

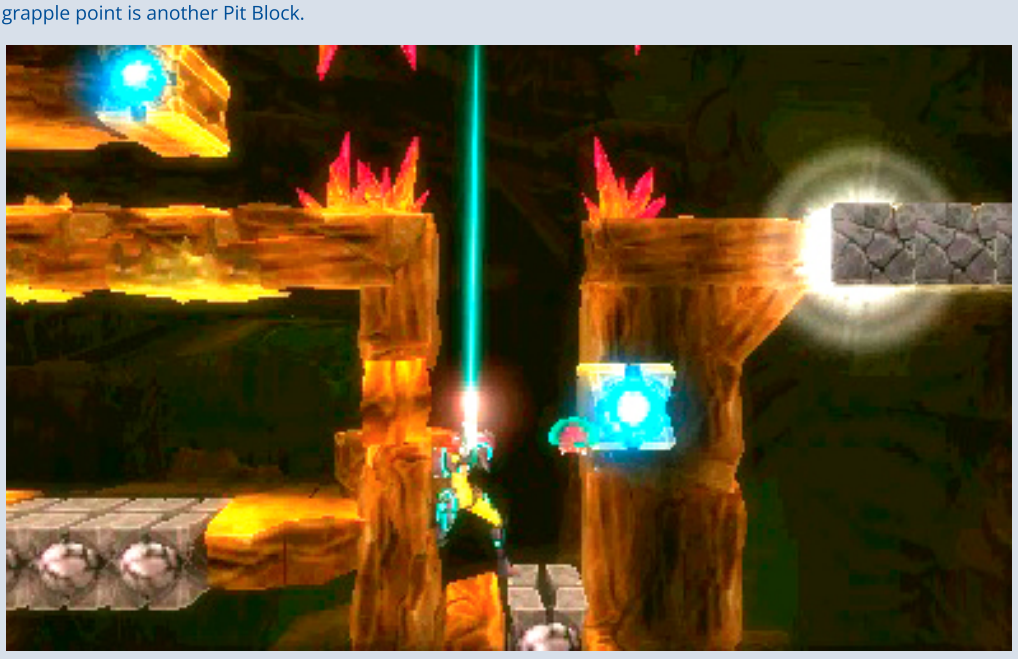


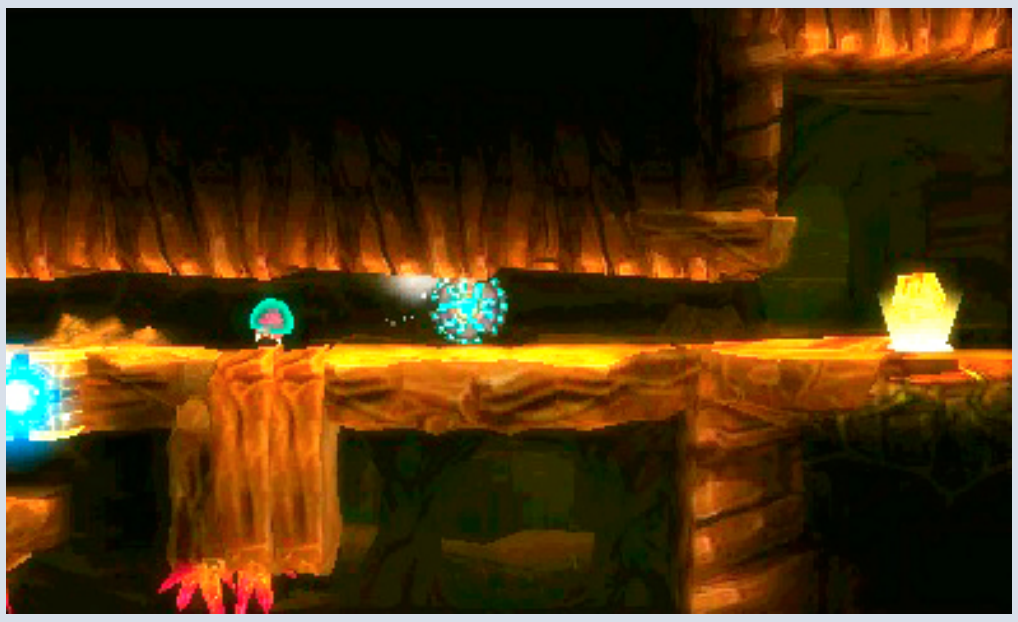
This room seems tricky at first glance, but in fact it's quite easy. As soon as you enter, stop. The floor is covered in Pit Blocks.

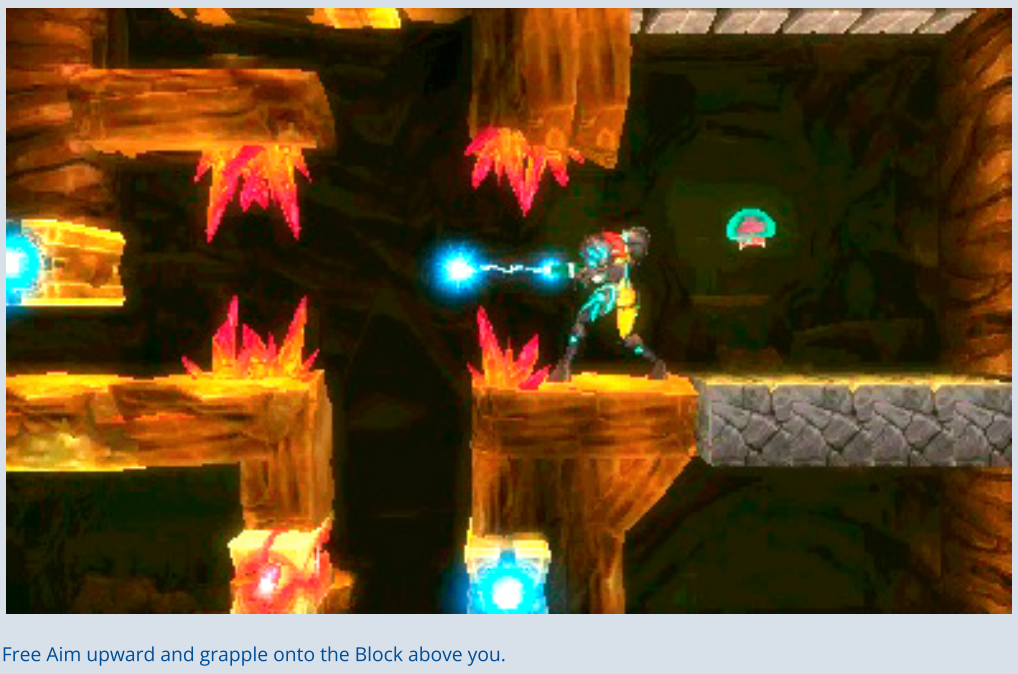




Shoot the Block in front of you on the right with a missile, then use your Grapple Beam to pull yourself onto the grapple point ahead. As soon as the grapple ends, hold the Circle Pad to the left; the Block directly below the grapple point is another Pit Block.





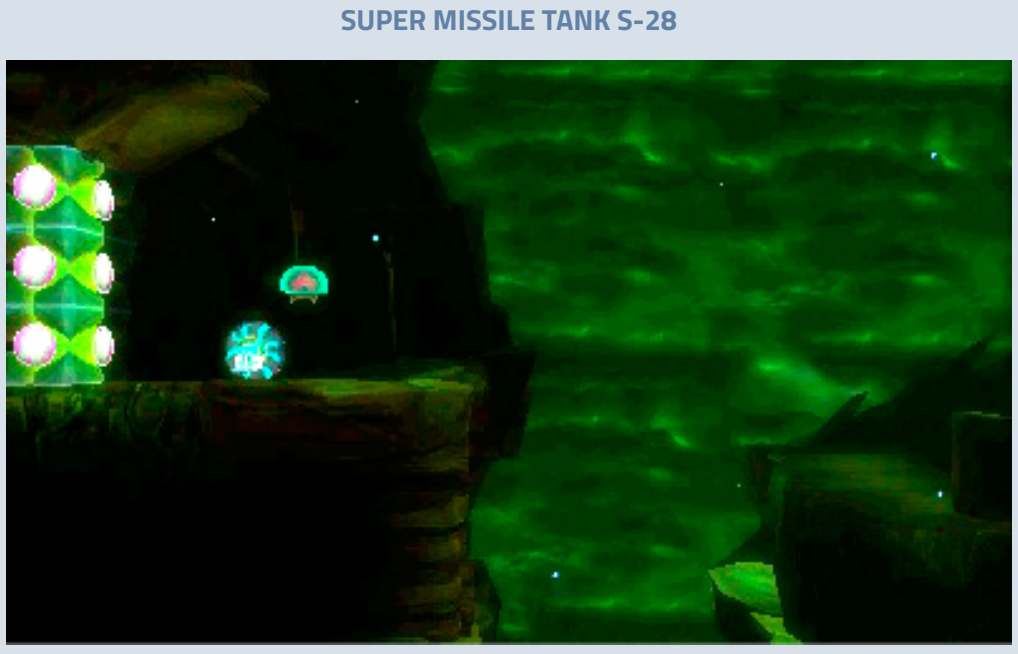


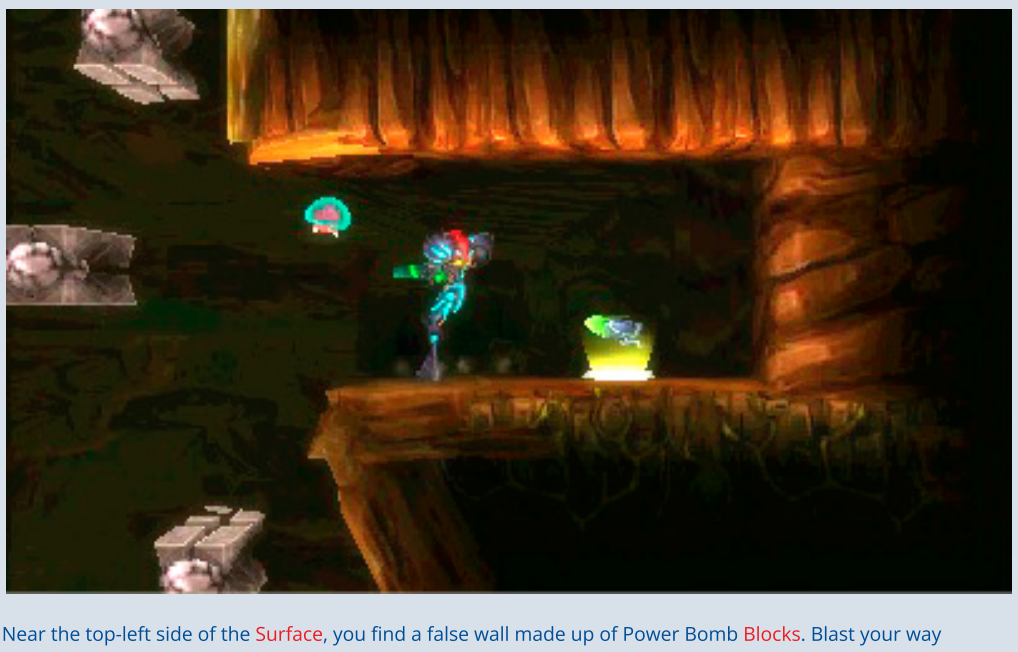
Free Aim upward and grapple onto the Block above you.

Climb into the opening on the left, then jump, grip the ceiling, and roll to the right—the bottom of this passage is also covered in Pit Blocks. Roll right to claim the Aeion Tank.

Once you collect the Aeion Tank, roll to the left to fall through the Pit Blocks. From there, grapple onto the grapple point to the left and roll left until you fall through another Pit Block.

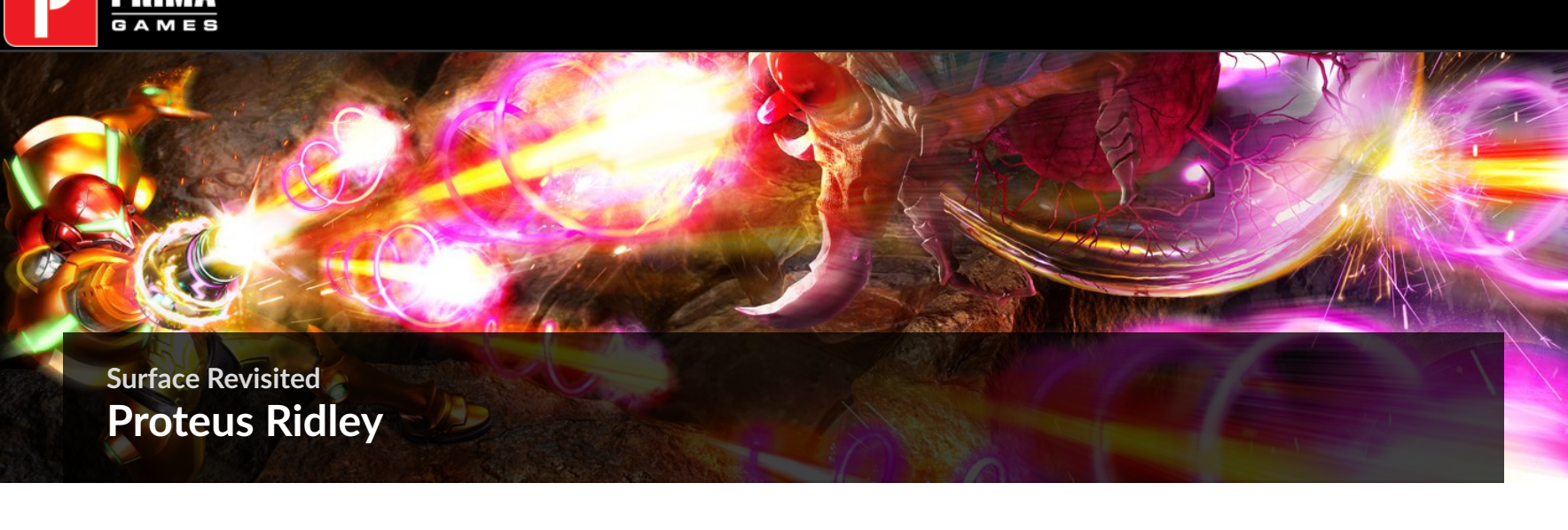
SUPER MISSILE TANK S-28





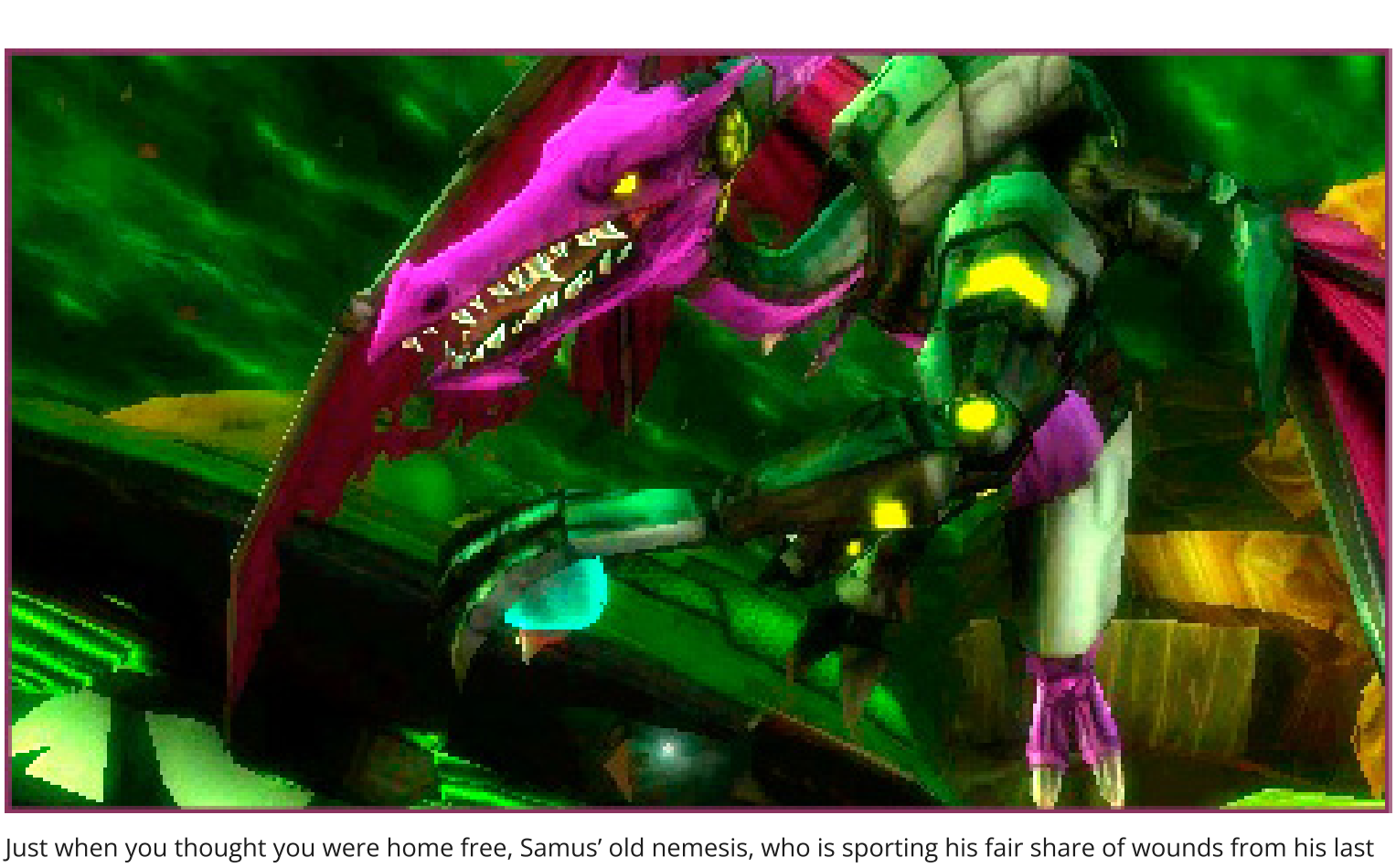
Near the top-left side of the Surface, you find a false wall made up of Power Bomb Blocks. Blast your way through, then Screw Attack down the corridor.

On the right, near the bottom of the corridor, is the Super Missile Tank. Manage your Screw Attack on the way down to keep from falling through the Pit Blocks.



Surface Revisited

Proteus Ridley



Just when you thought you were home free, Samus' old nemesis, who is sporting his fair share of wounds from his last encounter with the bounty hunter, is here and clamoring for the Metroid Hatchling. With all other Metroids dead and gone, this Metroid Hatchling is the Space Pirates' last chance to utilize them as weapons once again. Needless to say, this can't be allowed to happen—Samus isn't leaving until Proteus Ridley's done for. This is a tough, long fight, so get your game face on! All that sits between you and mission completion is this overgrown pterodactyl.

Proteus Ridley hits like a heavyweight champ, and he's got more attacks than a toolbox has tools. This fight comes in four phases, and his moves change with each phase. The key to defeating Proteus Ridley is learning his attack tells. Every attack has a distinct animation, so you can see what's coming as long as you watch him between attacks. As with previous bosses, we list all of Proteus Ridley's attacks and how to detect them to give you your best shot at victory.

Resist firing your Super Missiles until at least Phase 2 (Phase 3 is best if you can hold out). Power Bombs have no effect on Proteus Ridley, so don't waste time using them. Your Plasma Beam works, though, so have it equipped and ready to go at the start of the fight. Beam Burst also does wonders, and your Aeion Energy refills at the end of each phase.

Make a point to unload your Beam Burst completely during each phase, but focus on careful, concentrated bursts. Running out of Super Missiles and Aeion Energy during any phase is practically a death sentence—at the least, it drags

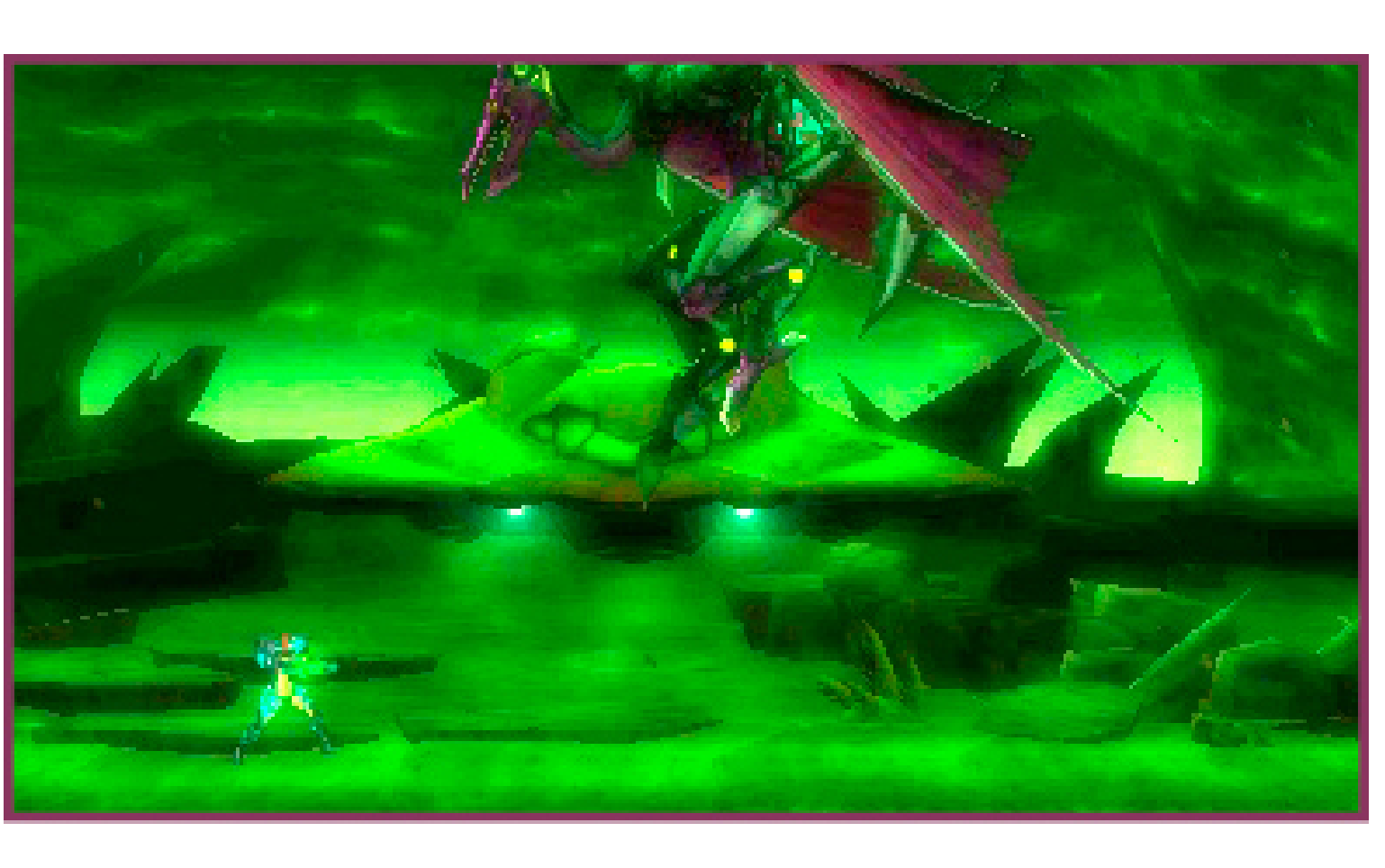
the fight out a lot longer, meaning Proteus Ridley has more opportunities to damage you.

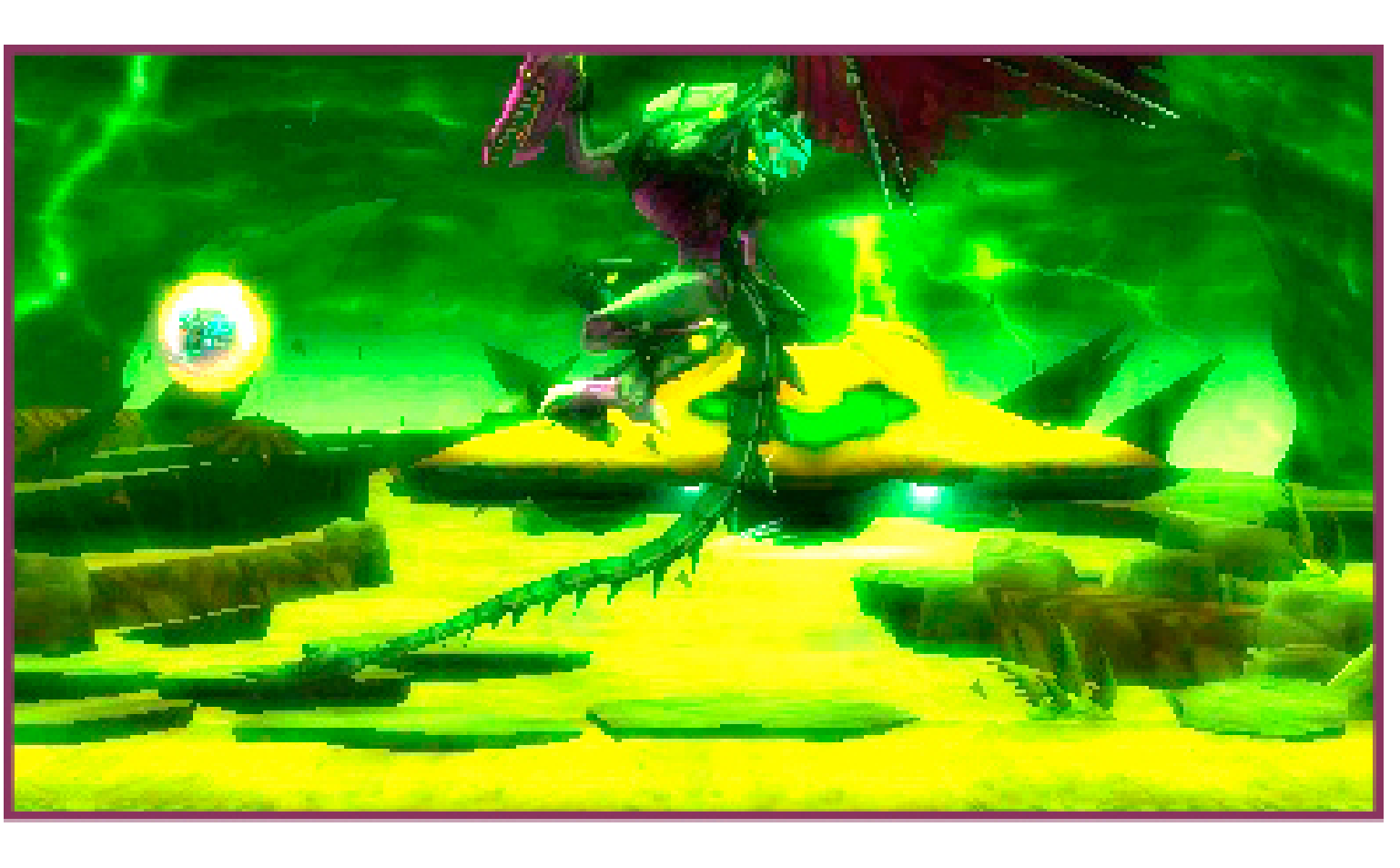
Don't bother using your Lightning Armor during this fight. Proteus Ridley hits so hard that the armor only takes about three or four hits before draining completely—your Aeion Energy is better spent on the Beam Burst.

Also of note: this fight takes place in an open area without a ceiling. With your Space Jump, you can jump higher during this boss encounter than any other, but avoid the temptation. Proteus Ridley follows you no matter how high you go, and the sky is his domain. Even with all of your Power Suit upgrades, your movement in the air is cumbersome and inelegant; Proteus Ridley has little trouble hitting you there. Instead, fight on the ground and only Space Jump to get over and around Proteus Proteus Ridley at opportune moments.

PHASE 1

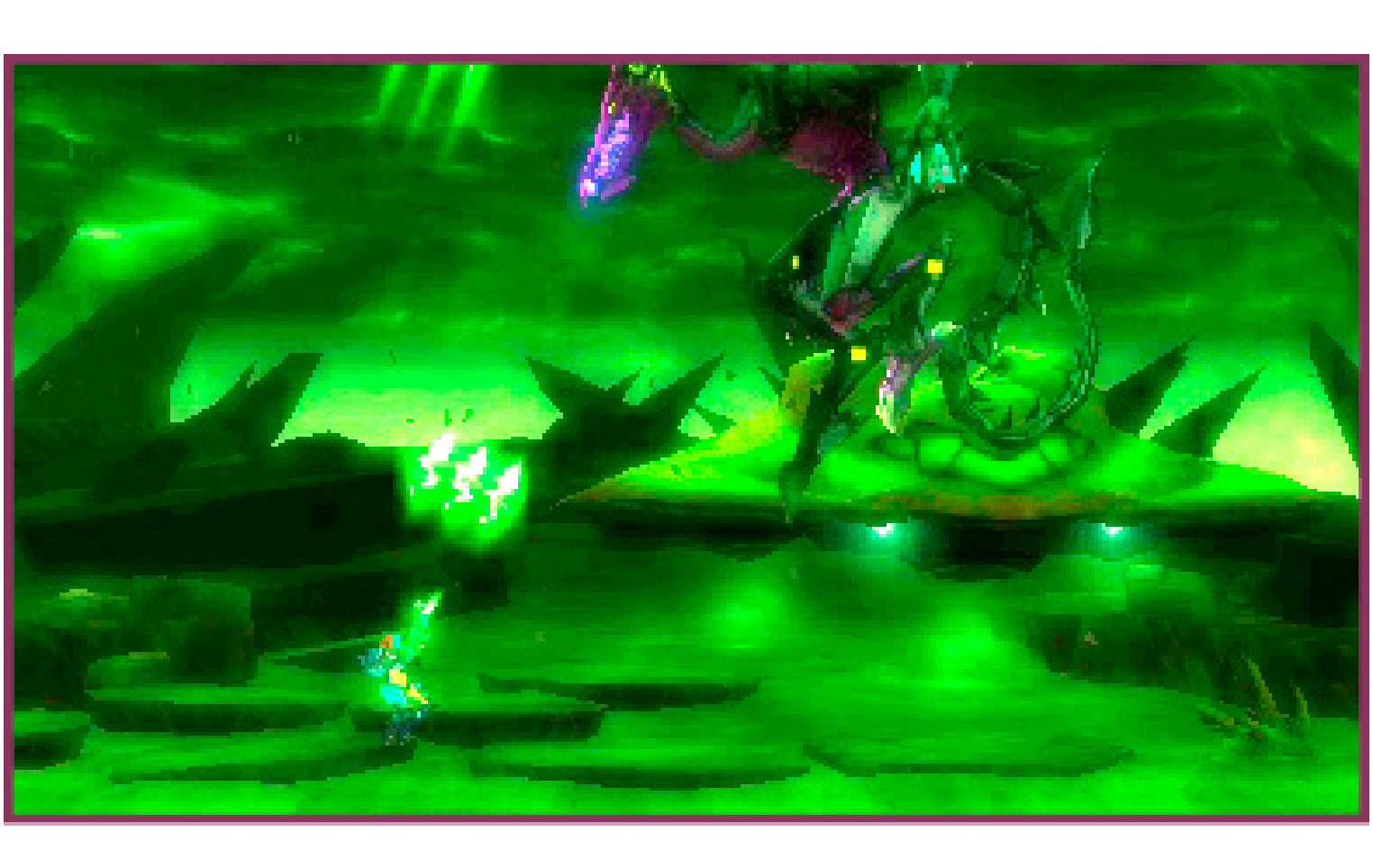
Proteus Ridley is incredibly aggressive. He presses forward as much as you let him and tries to pin you against one of the canyon walls. However, he readily backs off if you walk toward him in between his attacks. Use this tactic to gain some breathing room if he's got you up against the wall.

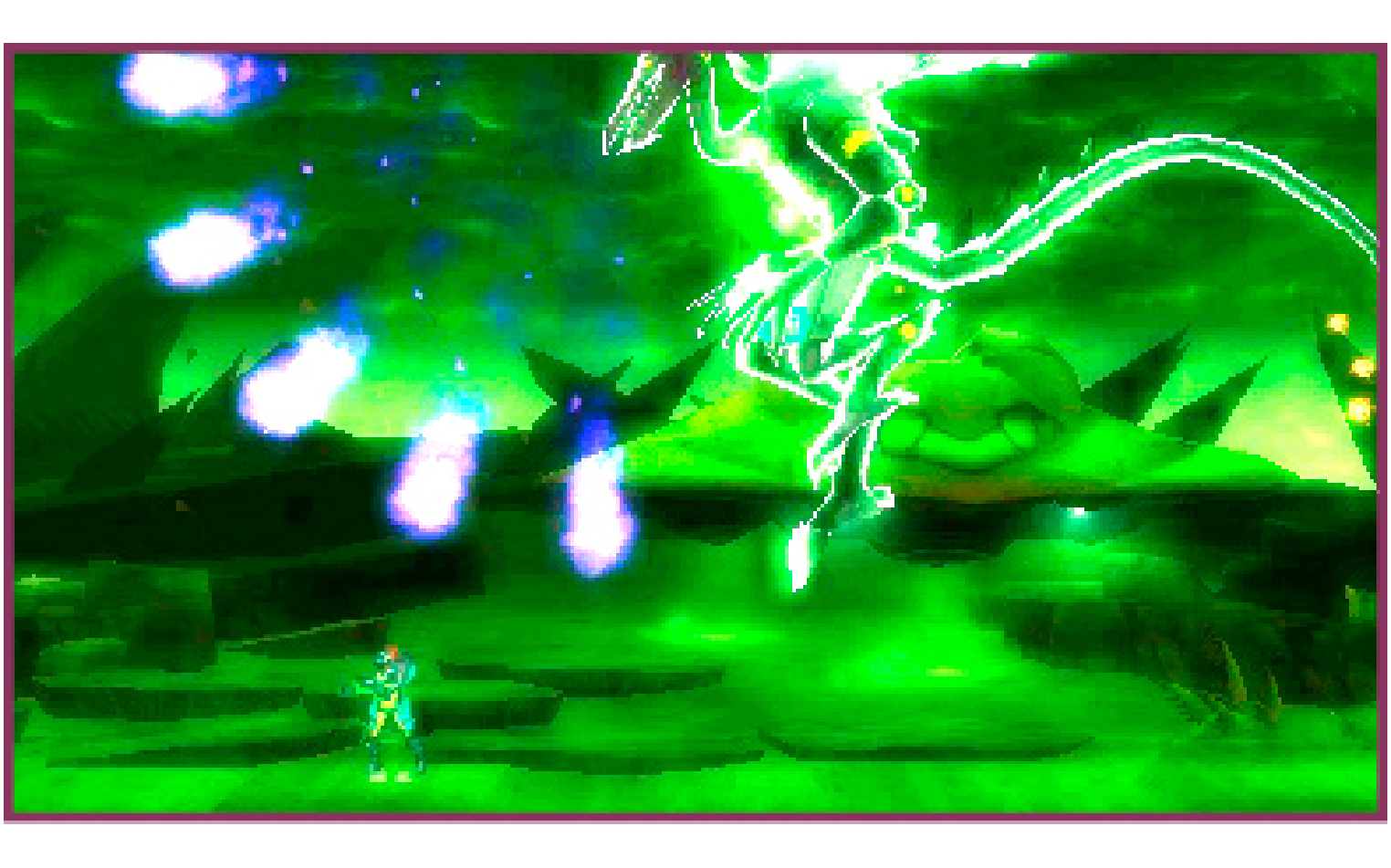




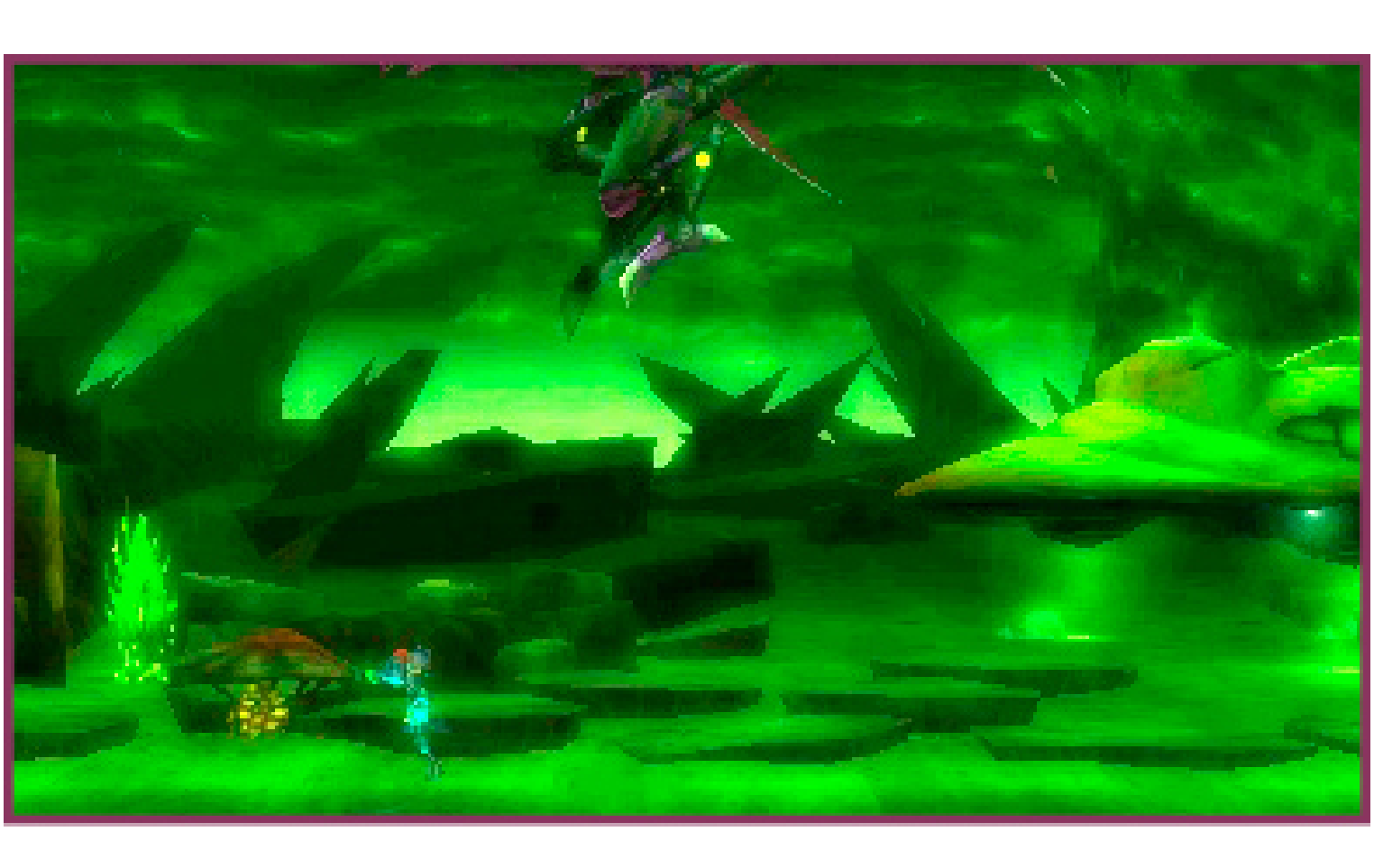
Proteus Ridley starts one of his most common attacks by reeling his tail back behind his legs. It shakes like a rattlesnake tail, then launches diagonally at the ground. This move is easy to dodge, but extremely damaging if it hits you. When you spot the tell, Space Jump into the air around Proteus Ridley's level and stay there while keeping your distance. Once his tail jets forward and retracts, you're safe to drop back to the ground.

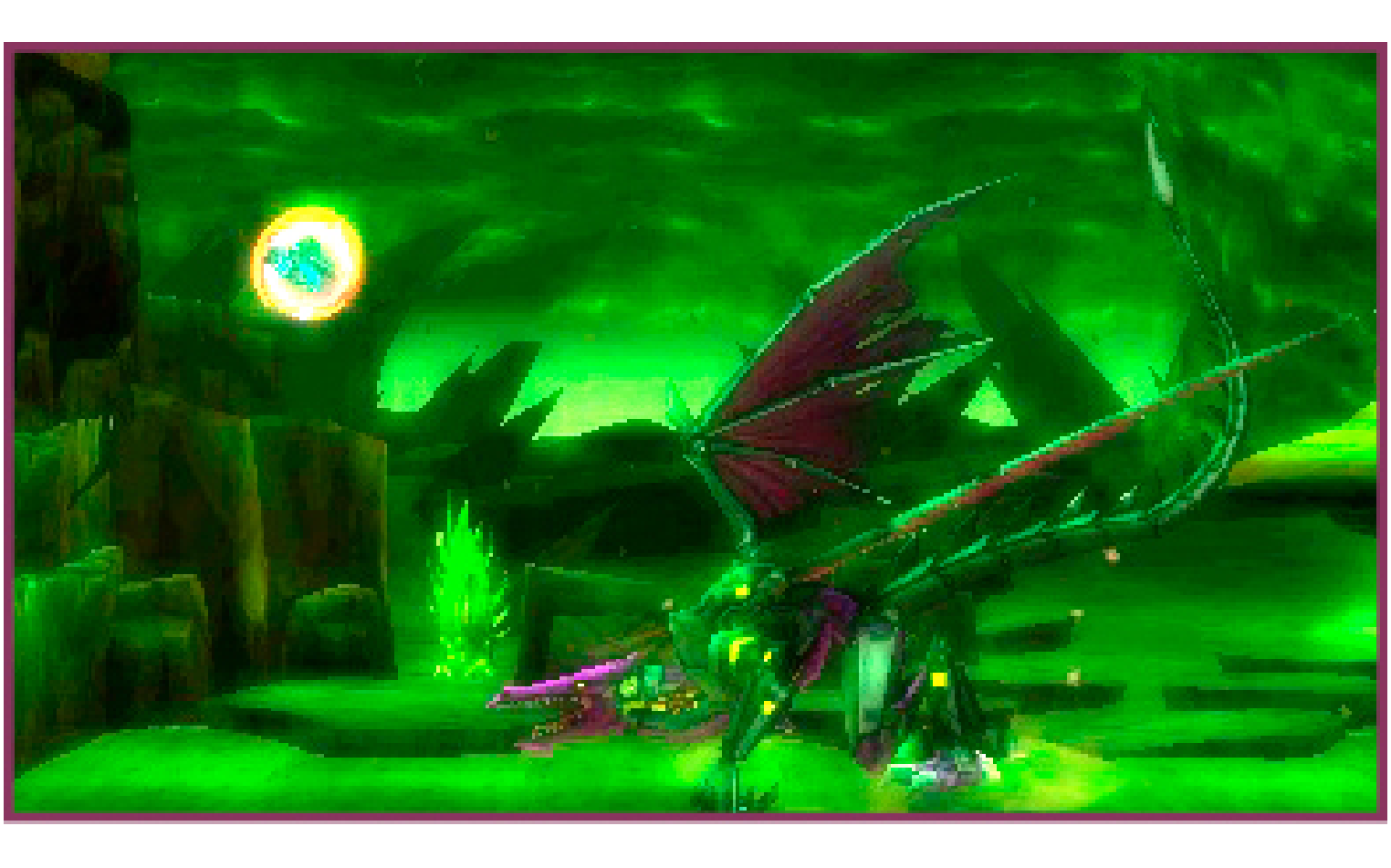
Expect this attack in different forms throughout the fight. The tell is always the same, but how the attack plays out changes slightly.





At times, Proteus Ridley's mouth brims with purple fire. This is a sure sign that he's about to spit an arc of fire in your direction. To avoid the attack, simply move between the fireballs. You have plenty of time to do this, but it's easy to take damage if you're in a frenzy. When you see Proteus Ridley's mouth turn bright purple, remember to move calmly and carefully.



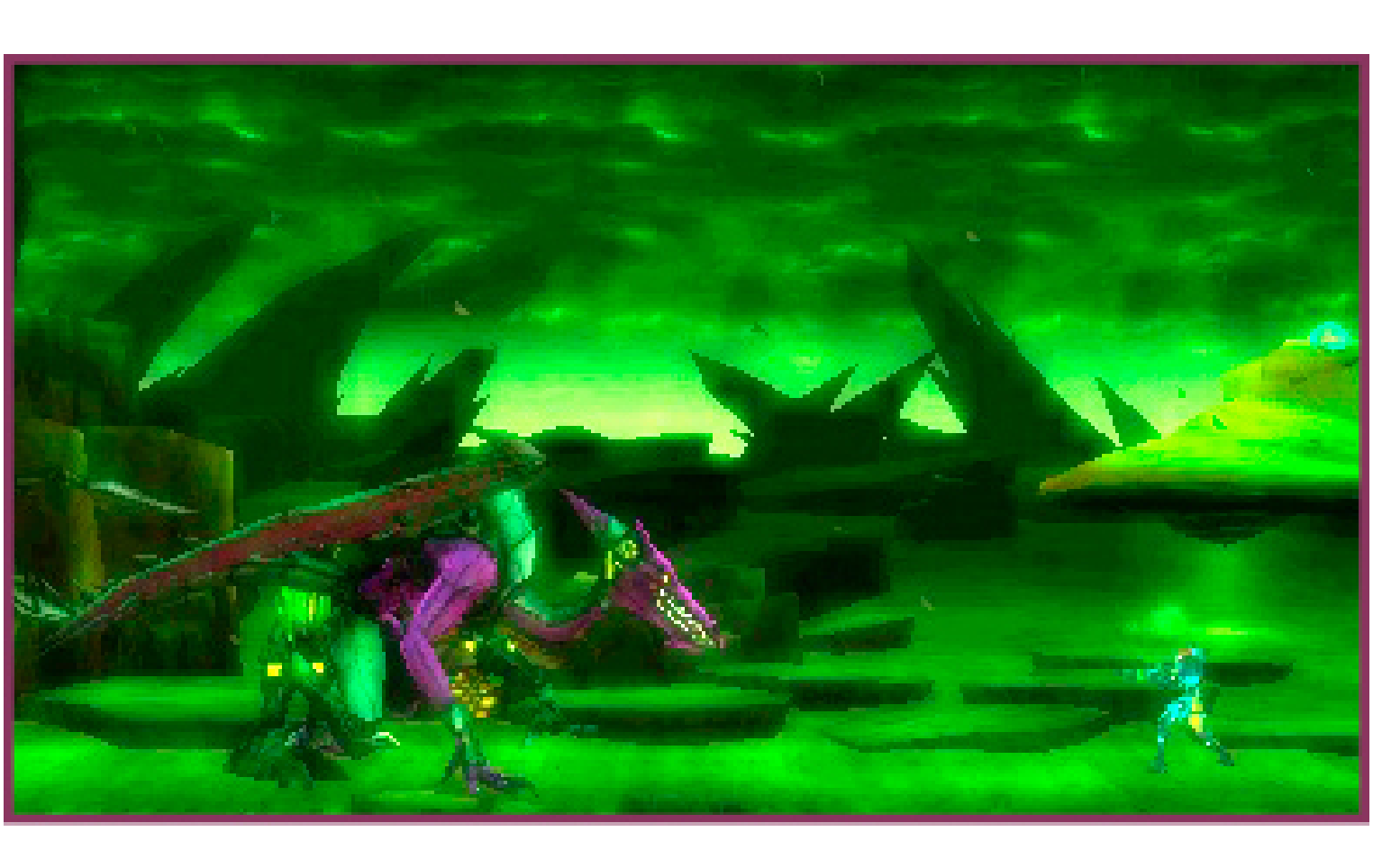


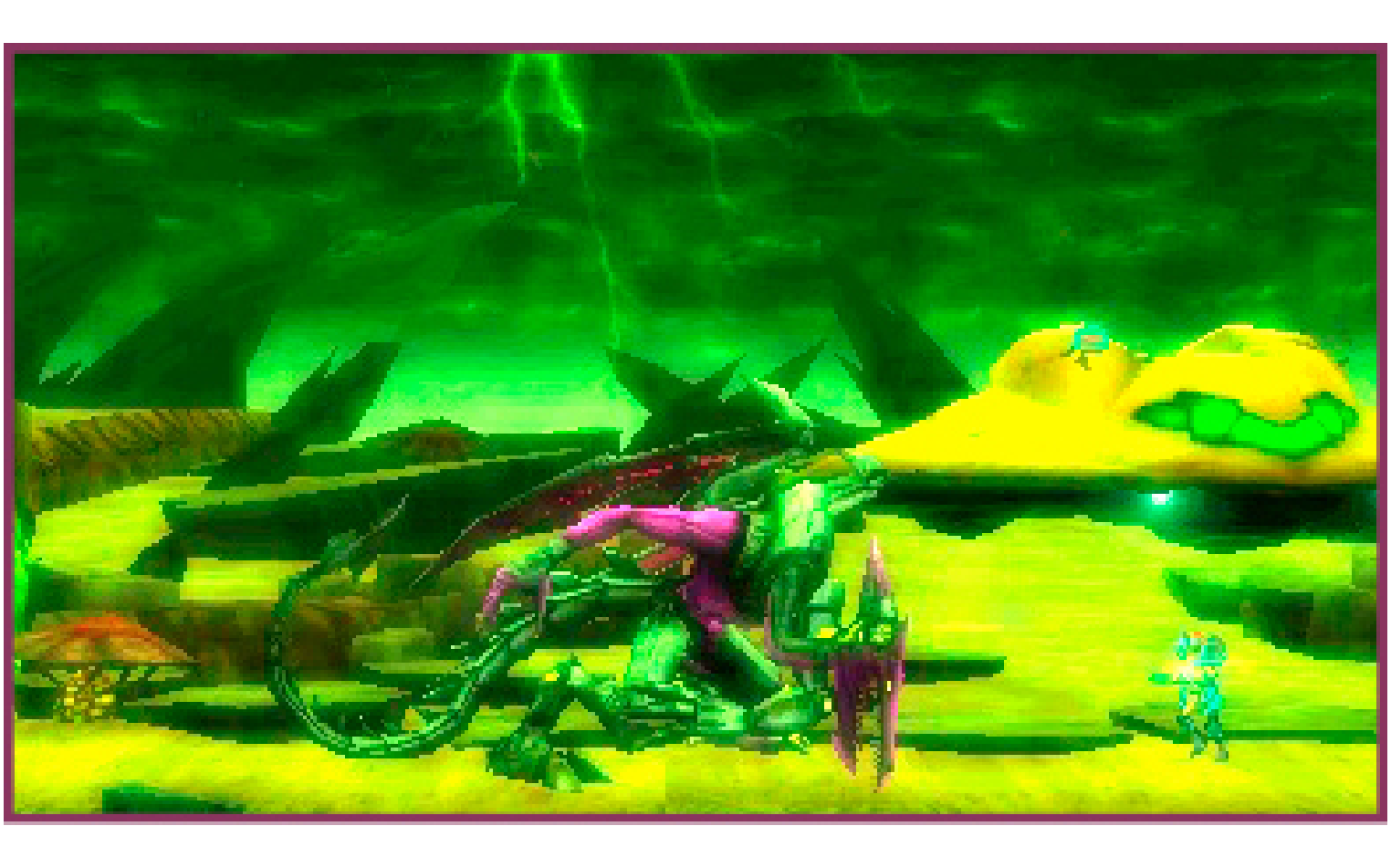
When Proteus Ridley rises higher into the air in an attempt to get directly above you, that's your cue to back off. He's about to come smashing down to the ground, and you don't want to be there when he does. This attack is easy to dodge, so long as you have plenty of room to move. Run away from Proteus Ridley, and don't get under his feet if you don't have to. At a certain point, he stops pushing forward. This is how you know he's about to smash to the ground.

Deal enough damage, and a cluster of Aeion Orbs pours out of him. A cutscene also plays out, which signals the beginning of the next phase. Keep a close eye on Proteus Ridley's skin during the entire fight. As with almost every other boss, it changes color to indicate how much damage he's taken—in Proteus Ridley's case, his skin goes from its normal purple to a deep crimson color the closer you get to defeating him.

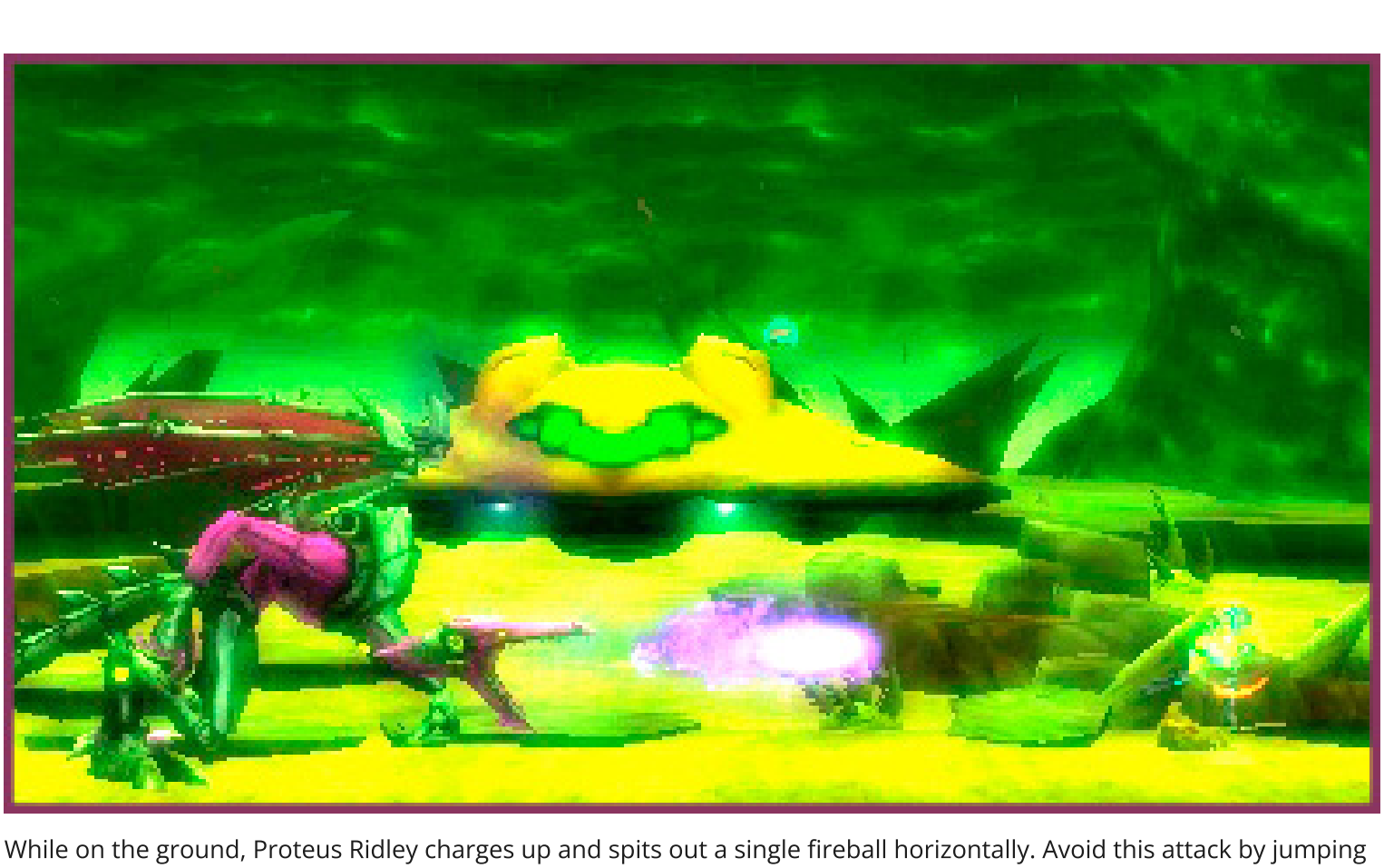
PHASE 2

Proteus Ridley starts this phase crawling on the ground; expect him to alternate between flying and crawling for the remainder of the fight. While he's crawling, you can't push him back by walking toward him, which means you're put more on the defensive.



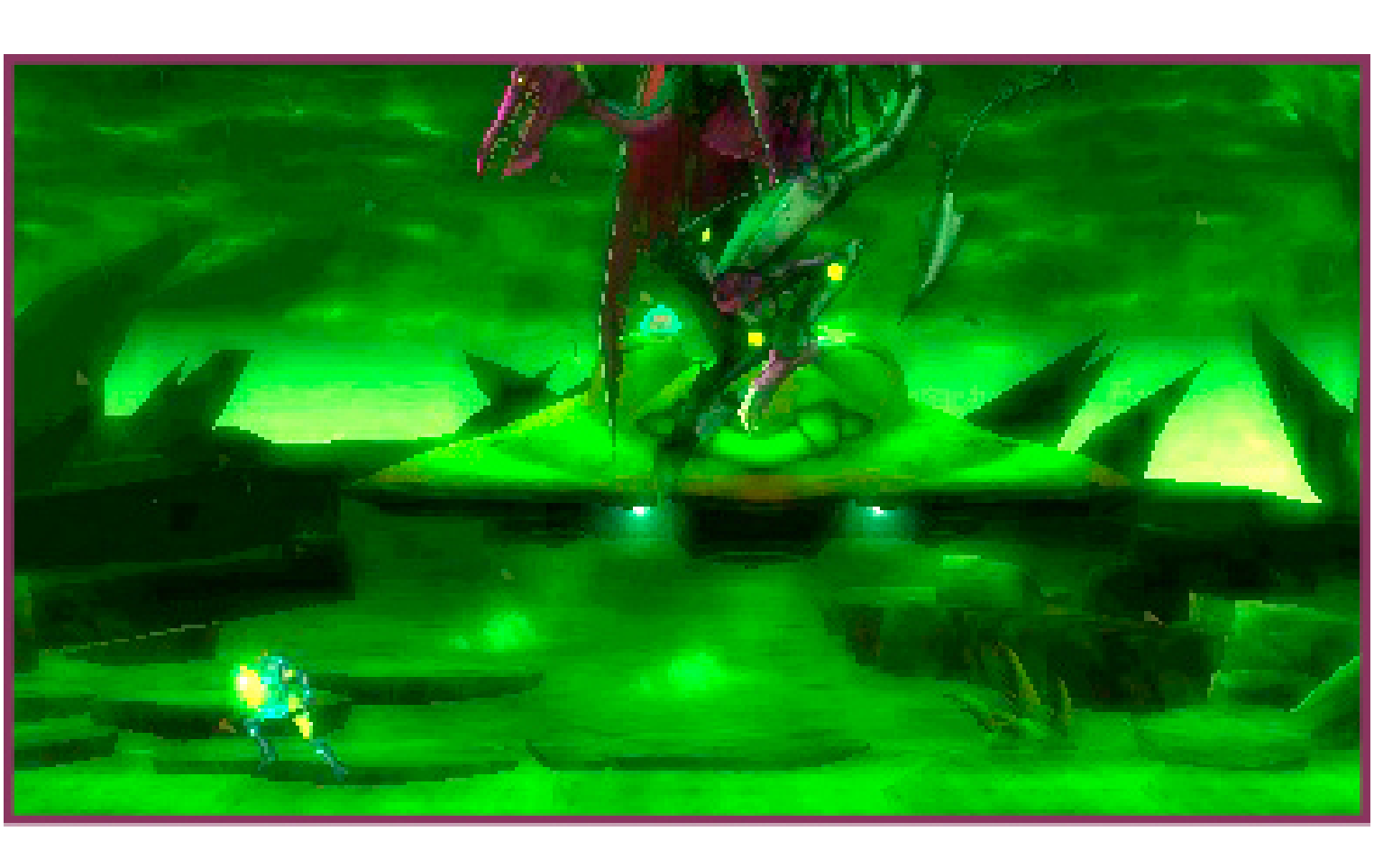


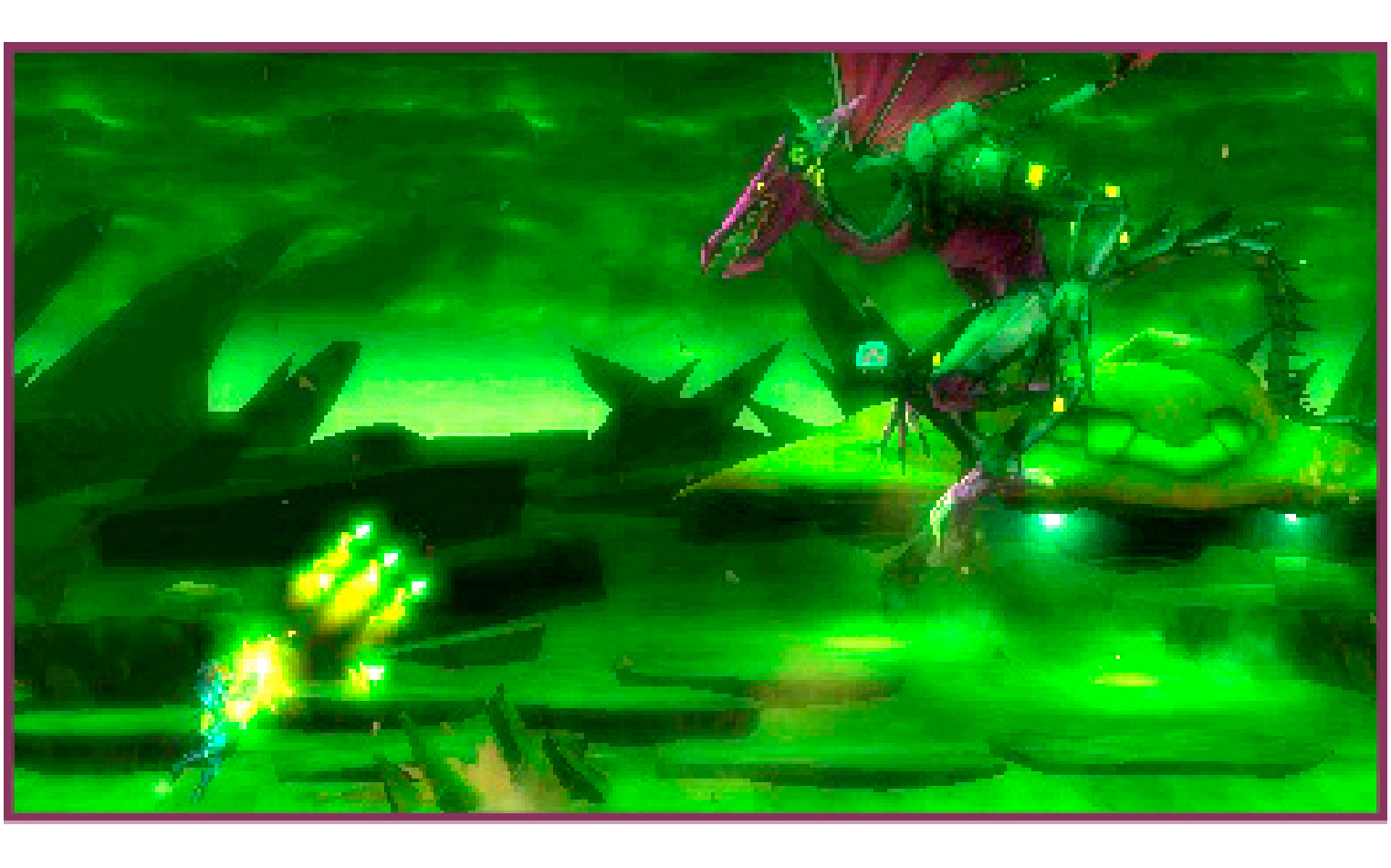
Proteus Ridley raises his arm behind his back, then slashes toward you. Avoid this attack by moving away from Proteus Ridley, or by Space Jumping in the air until he finishes. He can perform a second swipe with his other arm as a follow-up. It comes out equally slowly, so be patient.



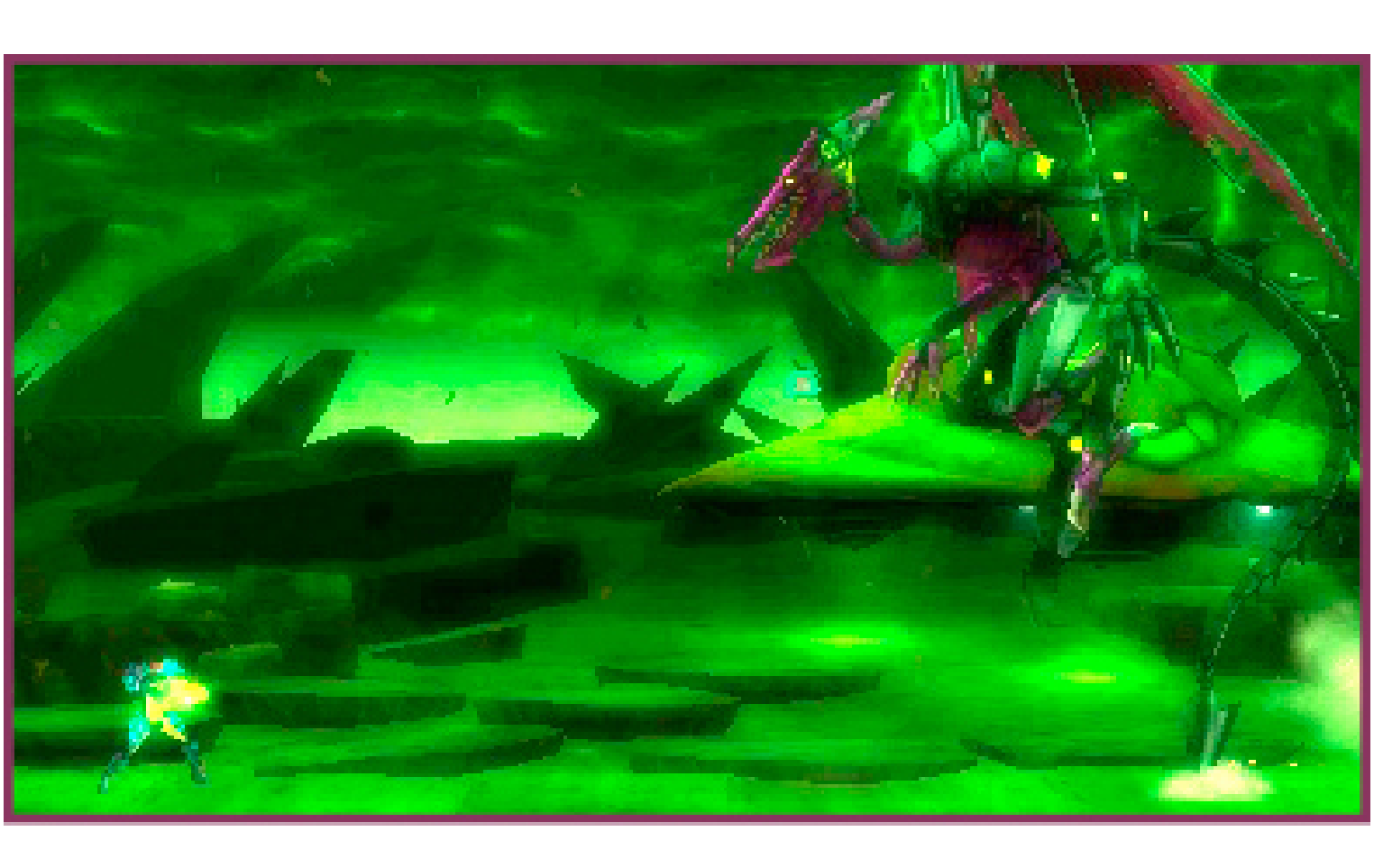
While on the ground, Proteus Ridley charges up and spits out a single fireball horizontally. Avoid this attack by jumping over it. It only poses a problem if he performs it while he's got you cornered. In this case, he spits the fireball diagonally into the air in an attempt to hit you as you escape the corner. Take extra care if you see his mouth fill with purple flames when you're close to the wall.

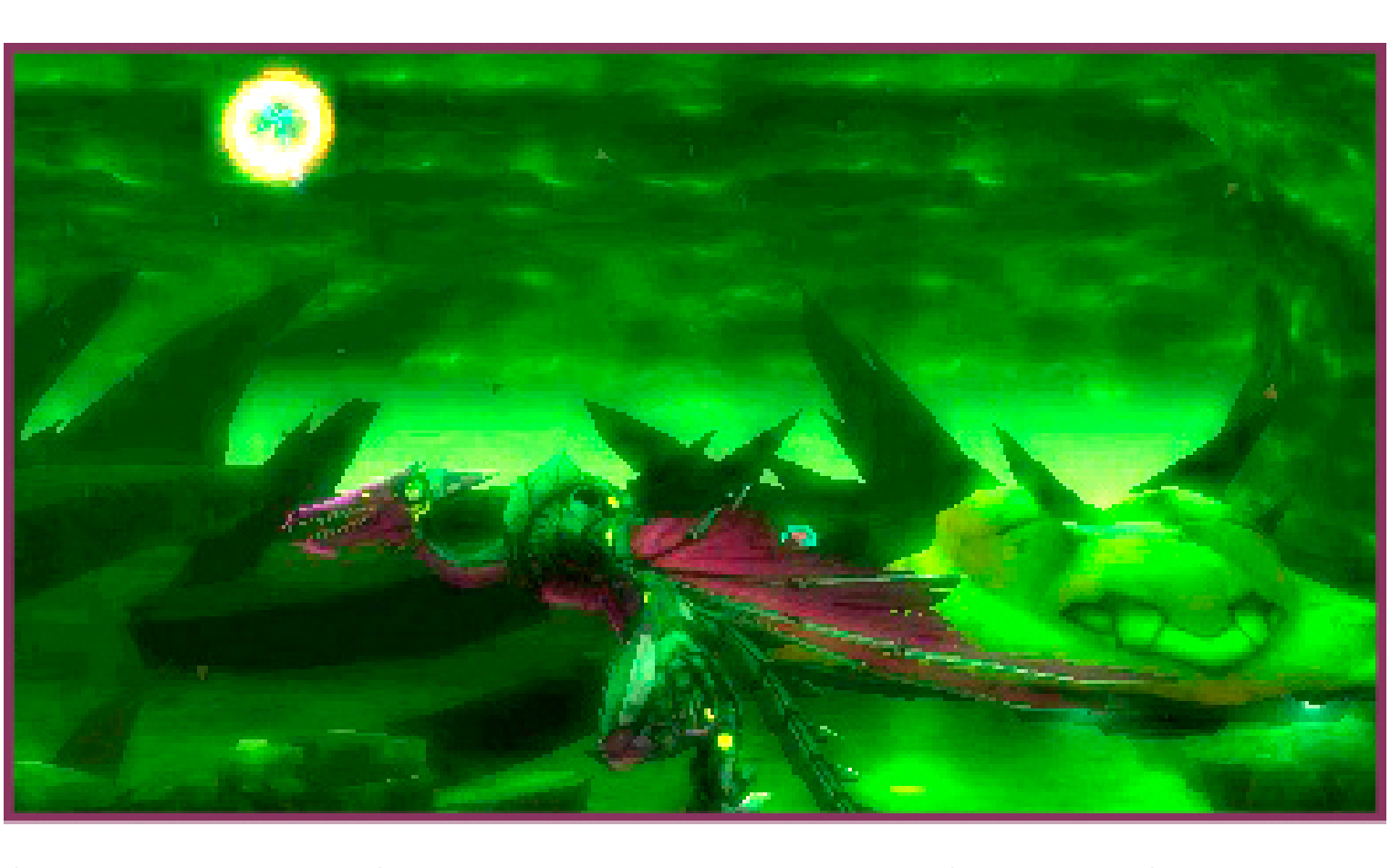
Eventually Proteus Ridley hops back into the air. Now the real danger begins.





The tail strike Proteus Ridley performed in Phase 1 is back, but slightly tweaked. The tell is the same: if his tail draws back behind him and begins rattling, start Space Jumping in the air. This time he gets it stuck in the ground for a moment, then pulls it out violently, which causes rocks to spike out and across the ground in your direction. The weather in the background can make seeing these rocks difficult, so your safest move is to stay in the air until the rocks pass by. Every part of this attack can deal a hefty amount of damage, so avoiding the whole thing is a must.





If Proteus Ridley places the tip of his tail straight onto the ground, jump hard and fast. This is one of his toughest attacks to avoid and also his most devastating. The tell signals a charging tackle, in which Proteus Ridley rockets forward in a straight line.

If you're caught in his path, he takes a huge chunk out of your health. The difficulty here isn't in the actual dodging; it's in spotting the tell in time to get out of the way. Proteus Ridley is discreet in telegraphing this attack. If you fail to see the tail touch the ground, you won't have enough time to dodge. Always watch that tail!

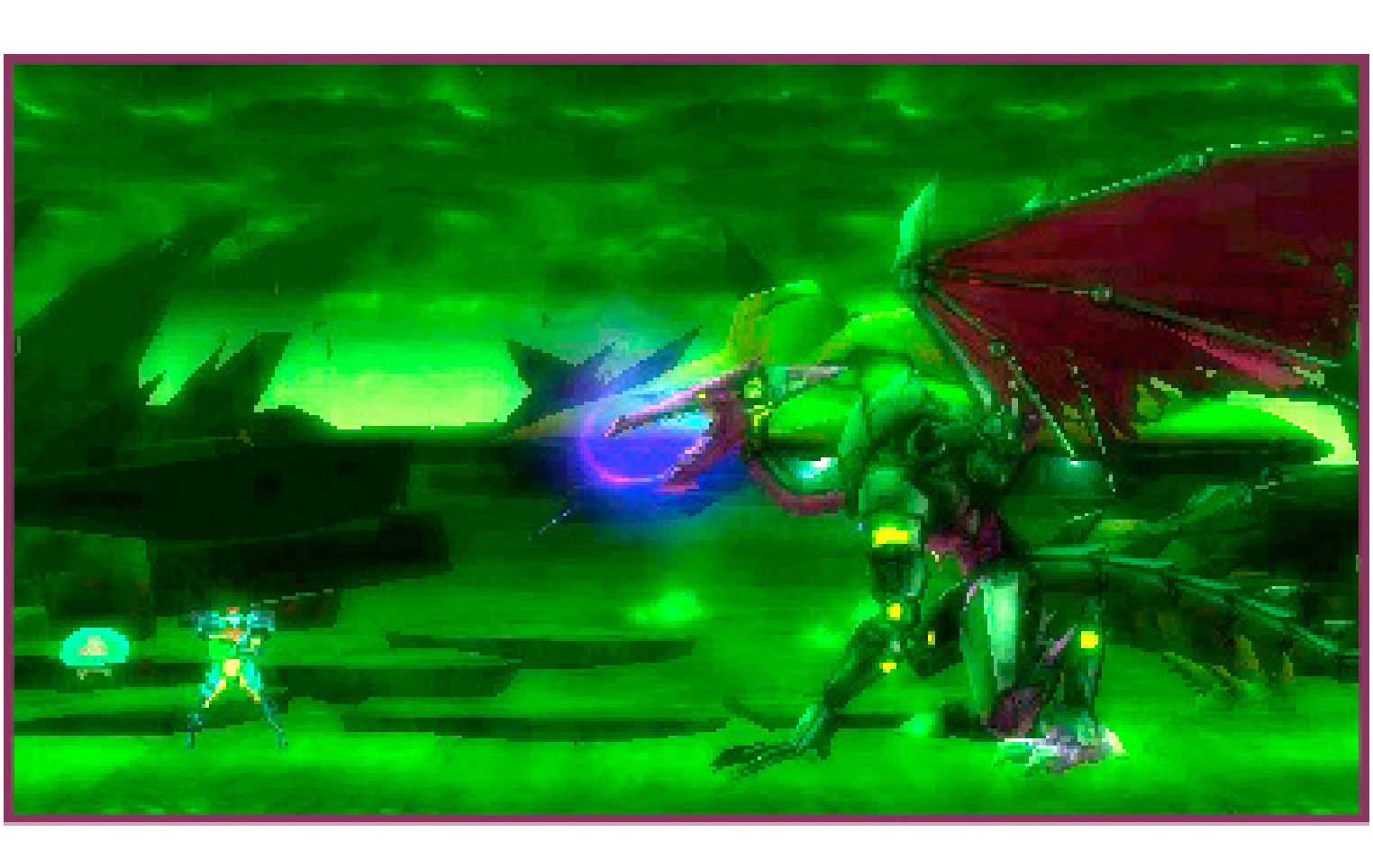
Proteus Ridley still shoots his volley of fireballs in an arc and flies above you in an attempt to smash down on top of you. The difference in the latter is that when he tries to crush you, instead of leaping right back into the air, he transitions into crawling on the ground.

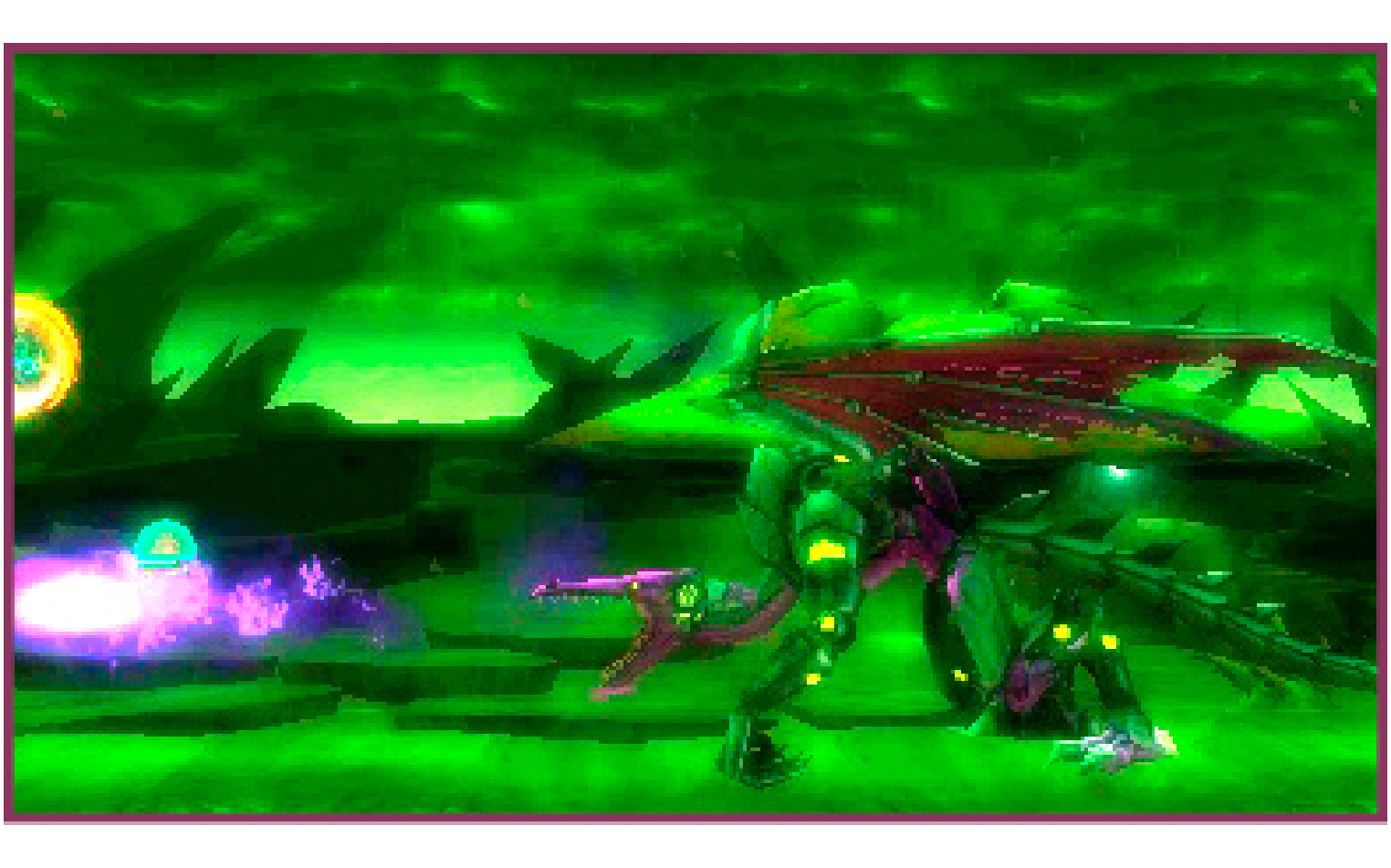
Deal enough damage during this phase to move on to Phase 3.

PHASE 3

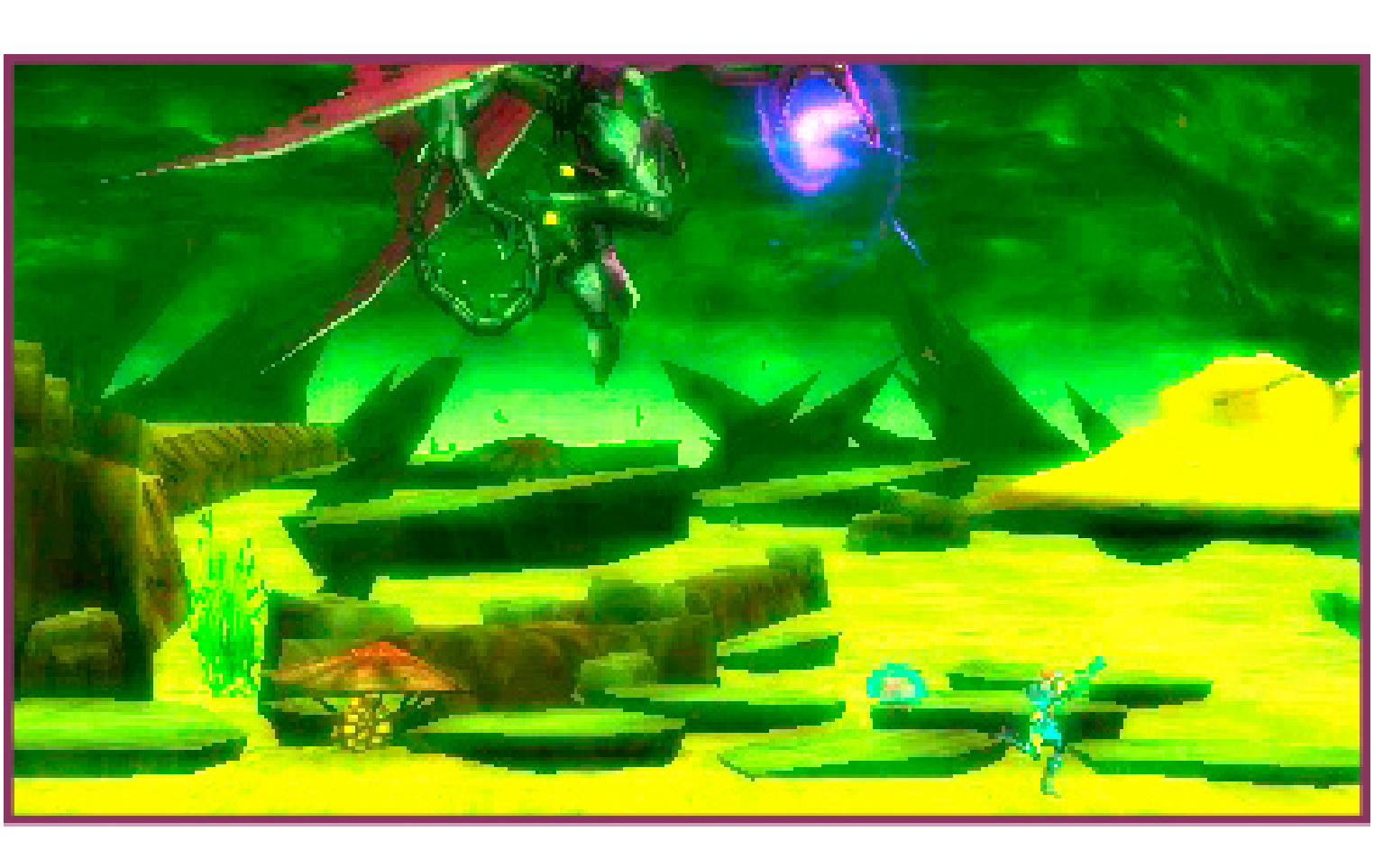
At the start of this phase, the Metroid Hatchling steals some of Proteus Ridley's health and gives it to Samus. It's not a lot, but it makes up for a bit of the damage you've likely sustained during the first two phases.

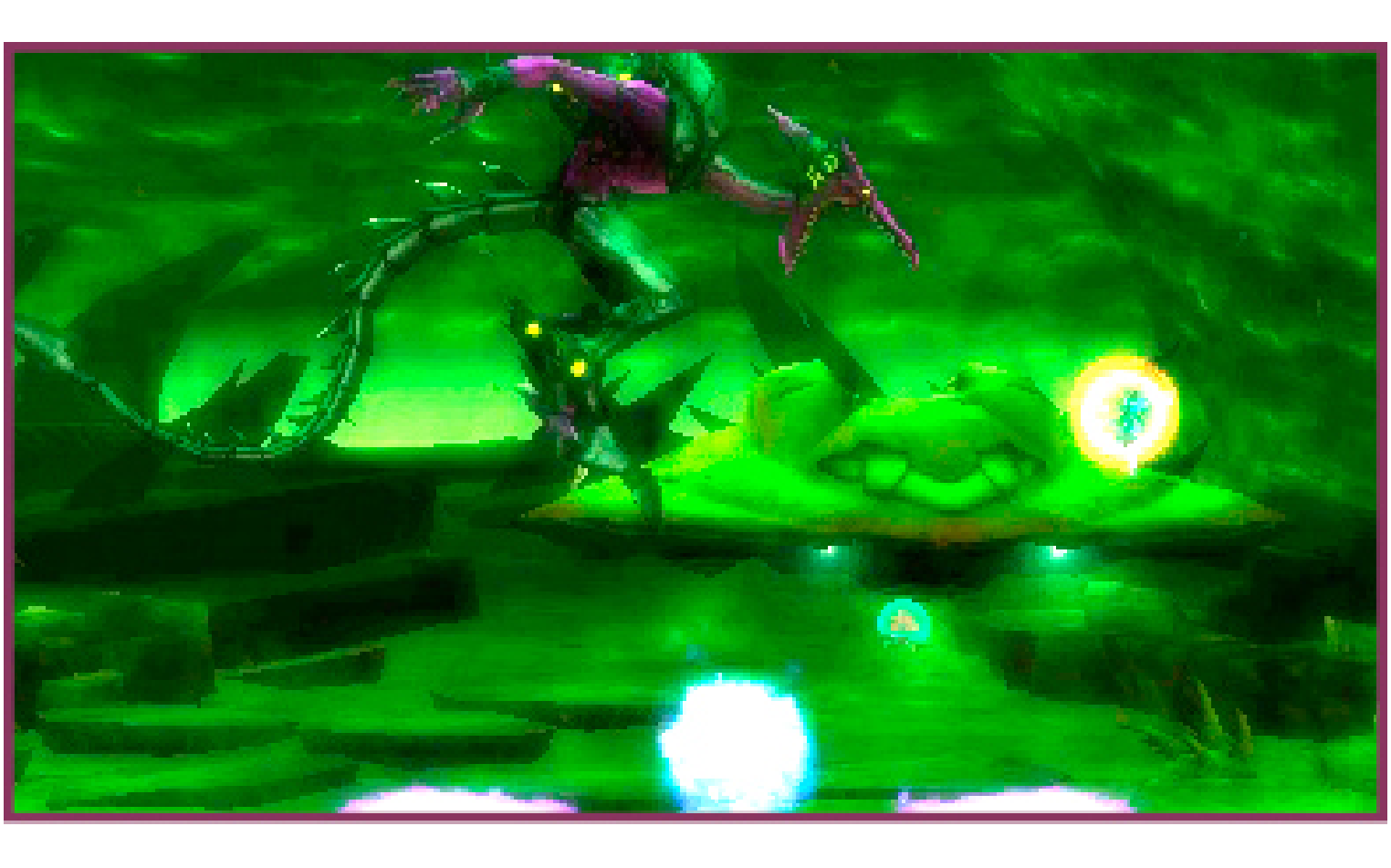
If you've managed to avoid using Super Missiles up to this point, feel free to use them now. Make every one count; the longer the fight continues, the more chances Proteus Ridley has to hit you, so time is not necessarily on your side. We suggest you burn through your Beam Burst first, then transition to Super Missiles.



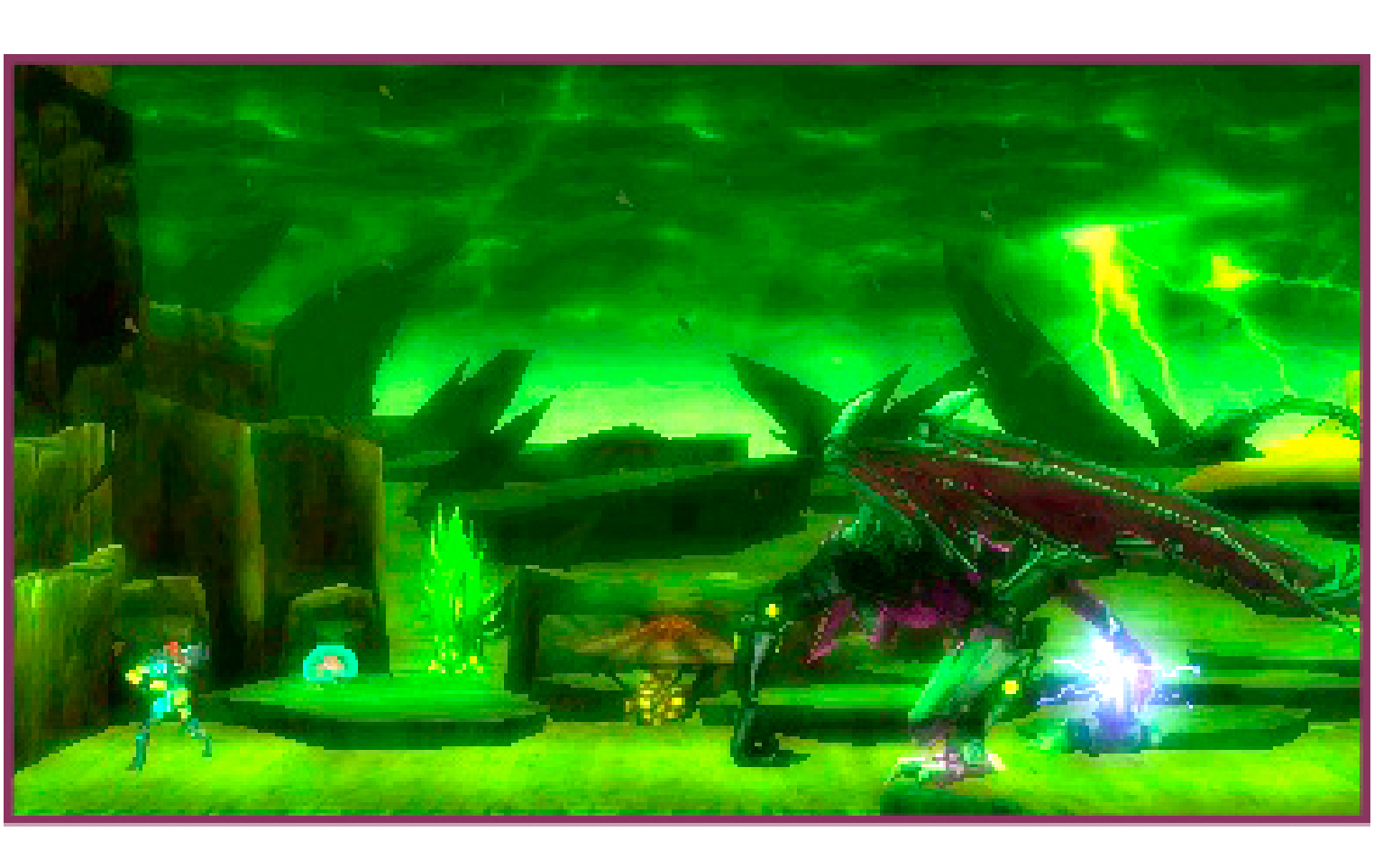


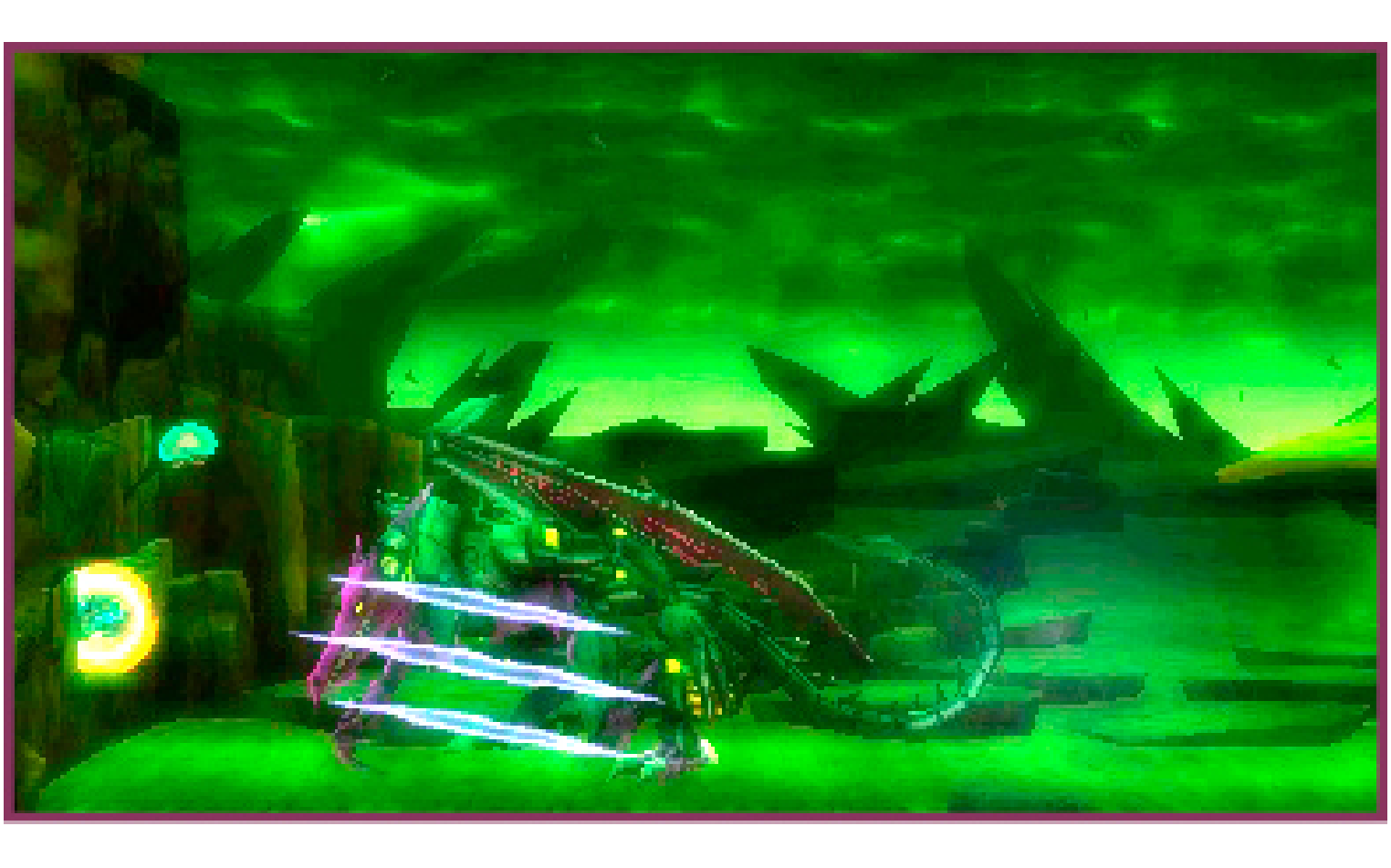
Once more, Proteus Ridley starts this phase on the ground. Most of his attacks are the same, with some slight variations. For example, after he spits a fireball horizontally (or diagonally if you're cornered), he may follow up by spitting multiple fireballs continuously. Jump over them as you did the single fireball in the original attack. They come out at a slow rate, so you shouldn't have trouble avoiding them.



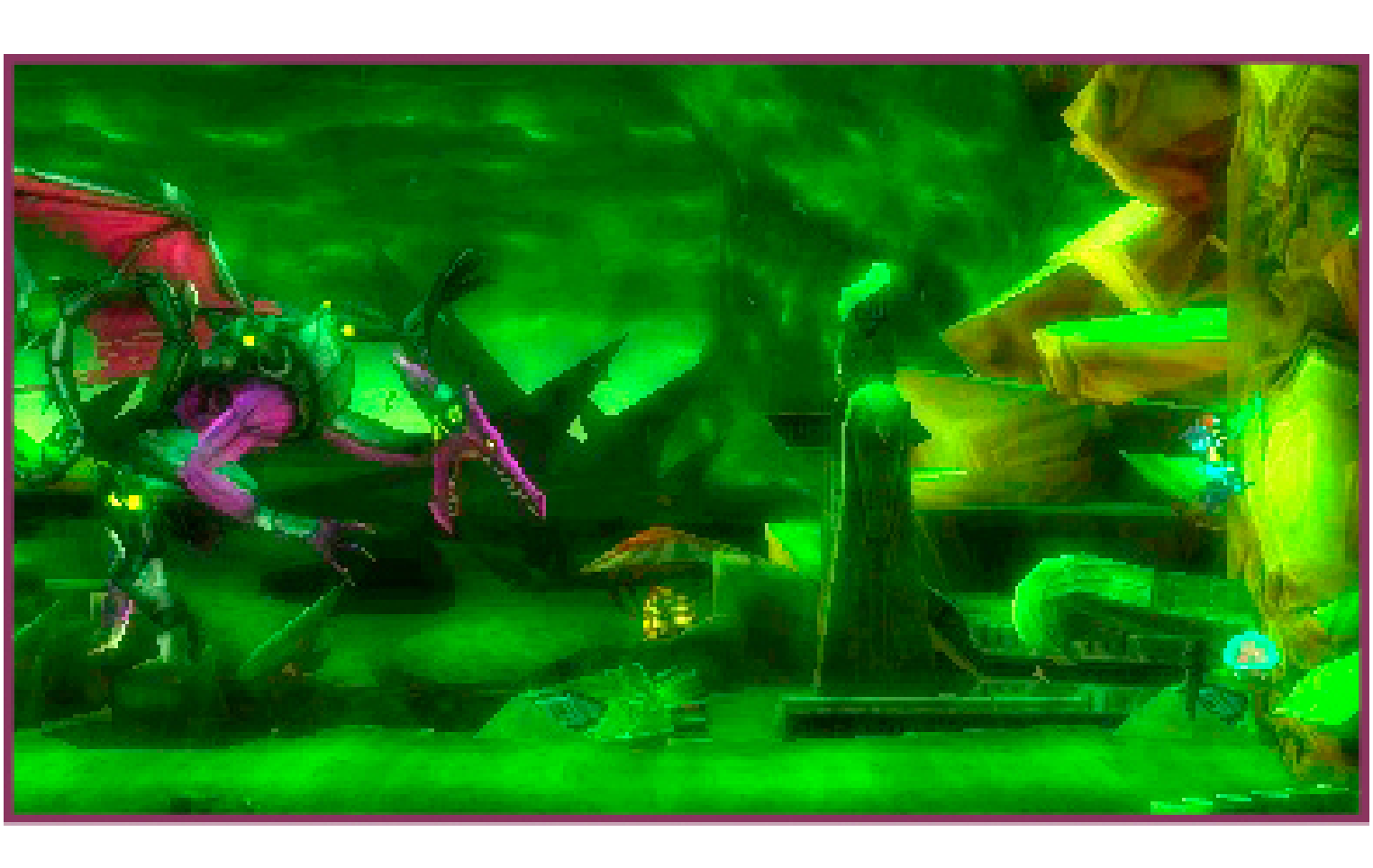


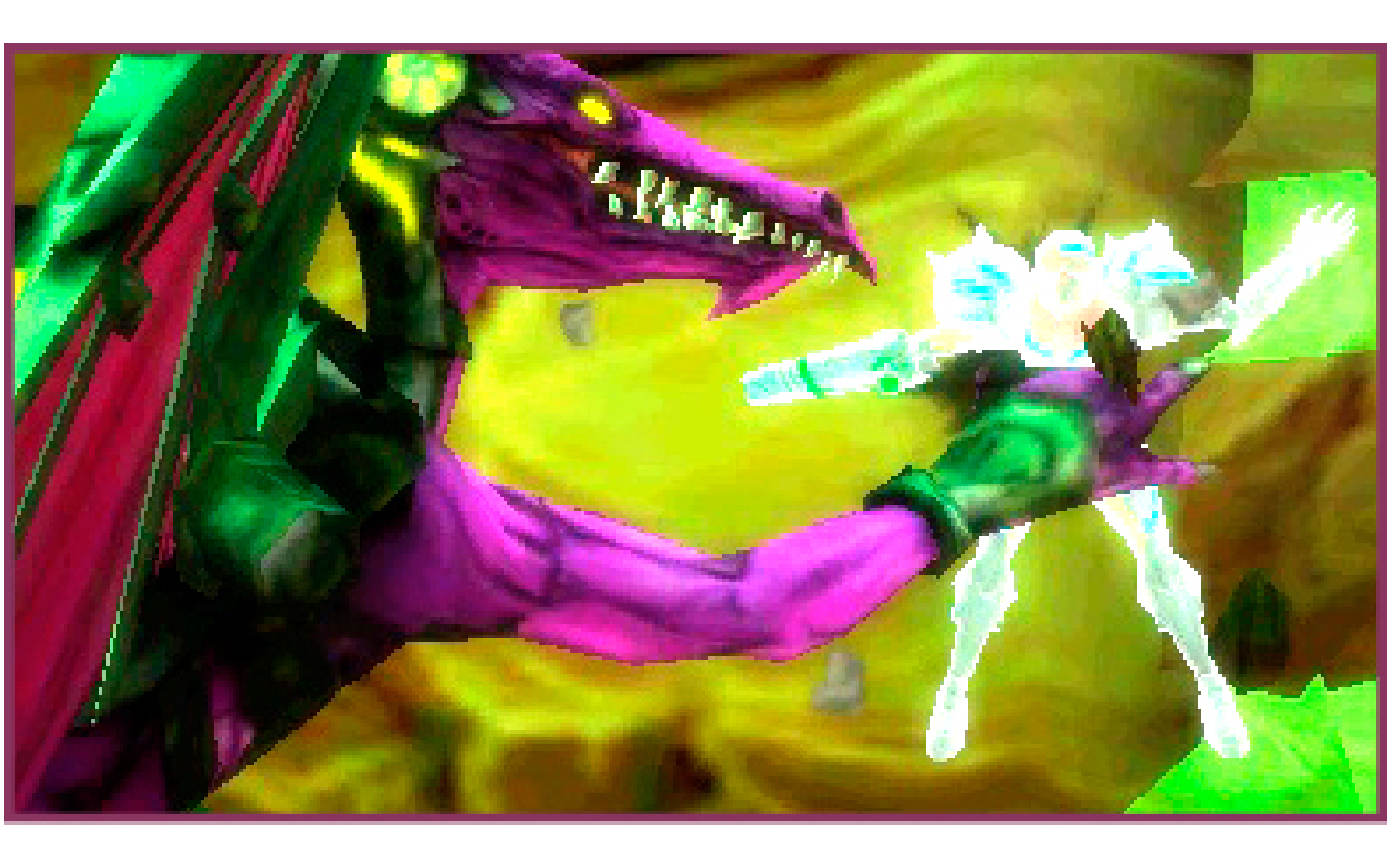
Proteus Ridley has two new attacks to watch out for: the fireball shockwave and the hyper claw slash. You know the fireball shockwave is coming when Proteus Ridley flies overhead and his mouth fills with those familiar purple flames. His mouth points to the ground, which is how you differentiate this new attack from his arcing-fireball attack. When you spot the tell, start Space Jumping away from him. He shoots the fireball straight to the ground, creating a shockwave that ignites most of the ground space visible on your screen.





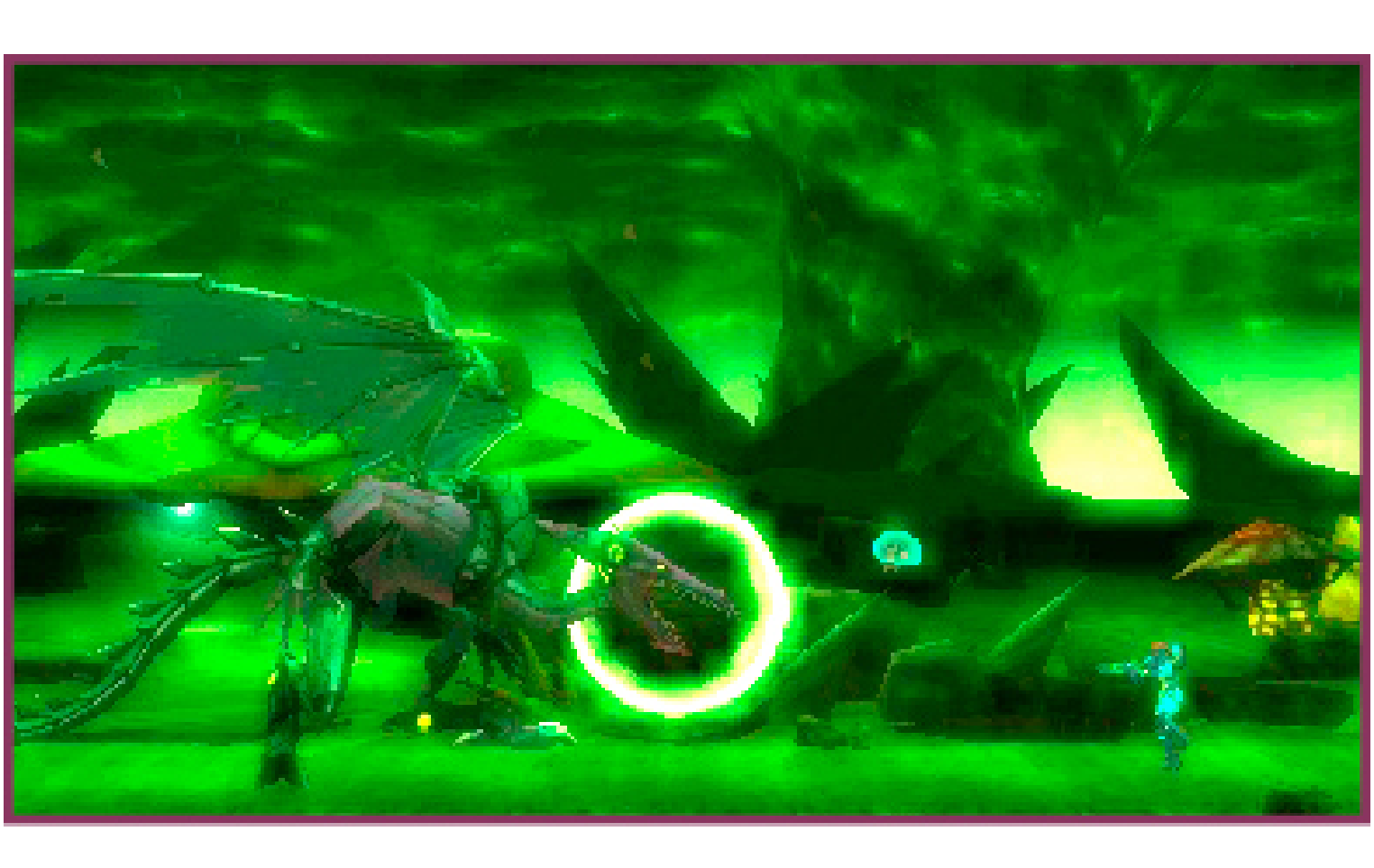
The hyper claw slash only makes an appearance when Proteus Ridley is on the ground. He pulls his arm behind his back and under his tail, which then begins to glow. After a few seconds, he lunges forward with a devastating slash. The move is easy to avoid, but terribly damaging if it hits you. When Proteus Ridley's claw starts to glow, Space Jump into the air until the attack concludes.

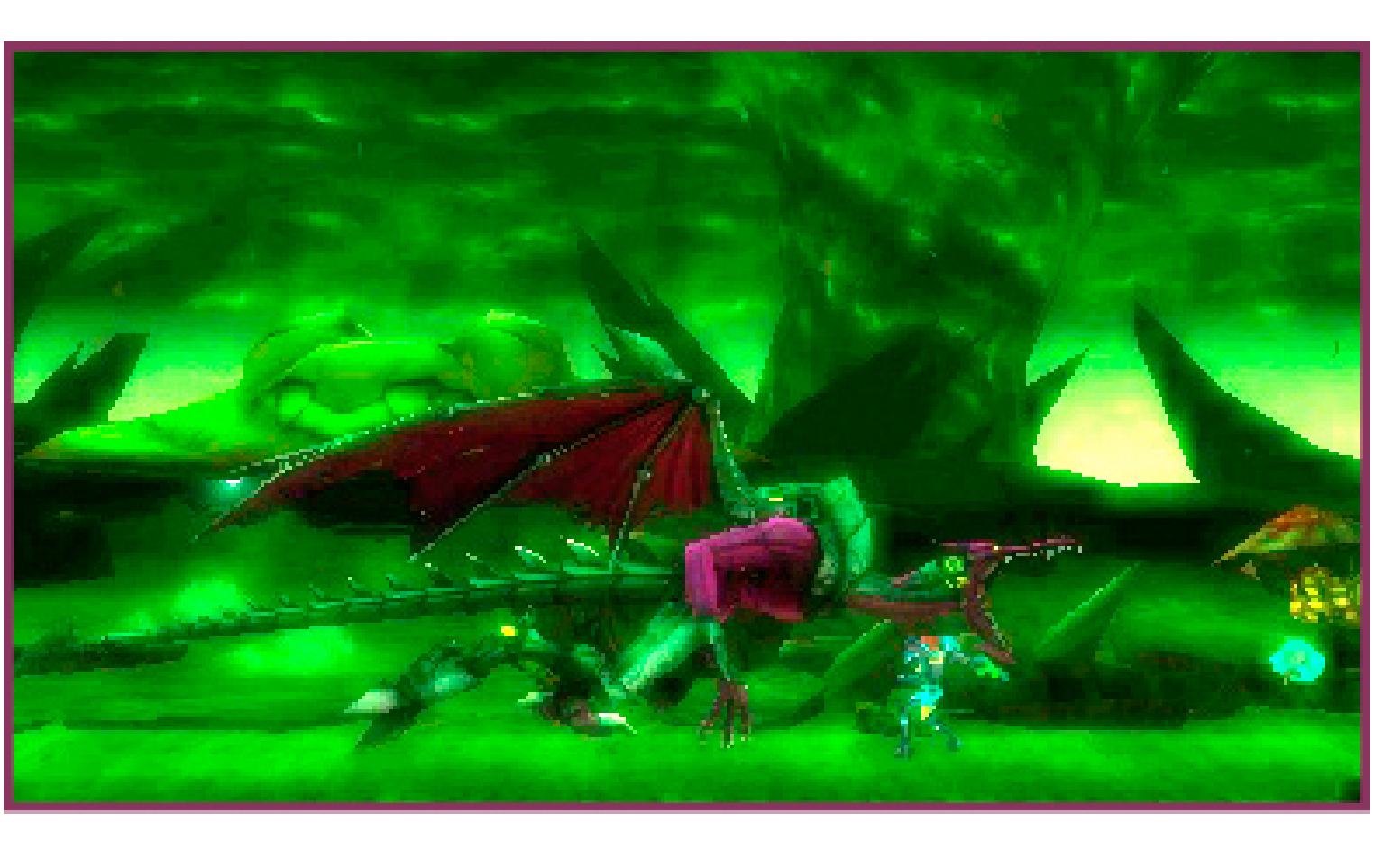




One of Proteus Ridley's most devastating attacks (if not THE most devastating) appears in this phase. When Proteus Ridley reels back with his hands out and open, Space Jump hard and fast! He's about to lunge forward, and if he makes contact with you, he grabs you and smashes you against the wall, dealing incredible damage. The timing is tight, so don't delay when you see Proteus Ridley pull back. If you catch the tell before the attack comes out, avoiding it is as simple as Space Jumping.

After you deal enough damage, the Metroid Hatchling again saps Proteus Ridley's energy and transfers it to you. It's not a lot by any means, but this far into the fight, anything is better than nothing.





PHASE 4

This next phase begins with Proteus Ridley immediately performing his counterable attack. This is the first time you see it, but he performs it occasionally from here on out.

His mouth emits the usual white rings indicating a counterable attack, but there's nearly no time to do anything but counter. If you're not already in position to do so, there's no time to get there. He lunges forward a good distance, so if you're not positive you can land the counterattack, Space Jump and avoid it altogether.

Don't miss the opportunity to counter Proteus Ridley at the start of this phase. It's the only time in the entire fight that a counterable attack is guaranteed.

From this point on, the only way to defeat Proteus Ridley is with a counterable attack. Dealing damage until he drops resources doesn't end the fight, nor does it start a new phase. Instead, Proteus Ridley's skin reverts to its normal purple hue, and you have to fight through the phase again. Be on the lookout for that counterable attack. When it shows up, landing the counter almost certainly ends the fight. If not, wait for the next one and strike as soon as you see it to finish this fiend for good.

With Proteus Ridley defeated, Samus can finally return to the Gunship and leave SR388 behind. She thinks she can breathe easy, now that the Metroids are practically eradicated. Little does she know that there are other terrors on SR388 that the Metroids were keeping at bay...

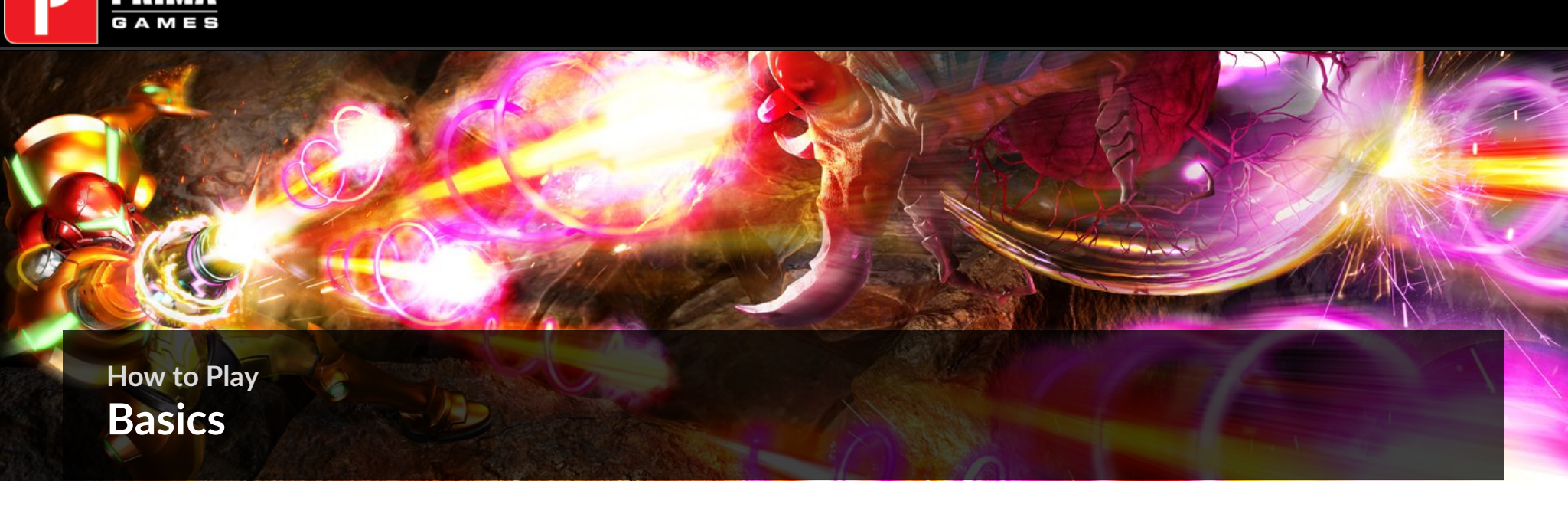
MISSION COMPLETE

Completing the game unlocks Hard mode and Fusion mode (for those with the Metroid amiibo). You can start the game in Hard mode when selecting New Game at the menu. Enemies deal more damage but require the same amount of damage to defeat. Fusion mode allows Metroid-amiibo owners to play through the game with Samus' Fusion Suit from Metroid Fusion. Enemies deal even more damage than in Hard mode. Fusion mode is the ultimate challenge, so don't start it unless you're ready for a tough mission!

How to Play

Introduction

All bounty hunters had to get their start somewhere, and Samus is no exception. This chapter covers explanations of basic movement, combat mechanics, advanced techniques, and the functionality of the touchscreen. Get the full rundown on stepping into the combat-ready boots of Space Hunter Samus Aran!



How to Play

Basics

MOVEMENT

The basics of the basics. In order to run, you've got to walk. In order to walk, you've got to learn how the Circle Pad works.

MOVING

Samus moves left and right almost exclusively, not including jumps and use of Power Suit upgrades. Holding Left on the Circle Pad moves Samus to the left, while holding Right on the Circle Pad moves her to the right. She doesn't walk, so expect the same movement speed for the entire game.

JUMPING

Jumping in Metroid: Samus Returns is just as vital as regular movement. Plenty of tall corridors filled with platforms and handholds are only accessible via jumping. Jumping over enemies and their attacks is also useful.

There are two types of jumps when you start the game: Standing Jumps and Spin Jumps. Perform Standing Jump by pressing the Jump button without holding the Circle Pad left or right. You have limited movement in the air, but more control over the trajectory of your jump.

In contrast, to perform a Spin Jump, press the Jump button while holding the Circle Pad left or right. Samus begins spinning in the air. The action is a bit unwieldy, but it's the only way to move significantly left and right in the air. Firing your weapon forces you into a Standing Jump position, which doesn't have much effect early in the game, but it becomes important later on, so keep it in mind.

FREE AIM

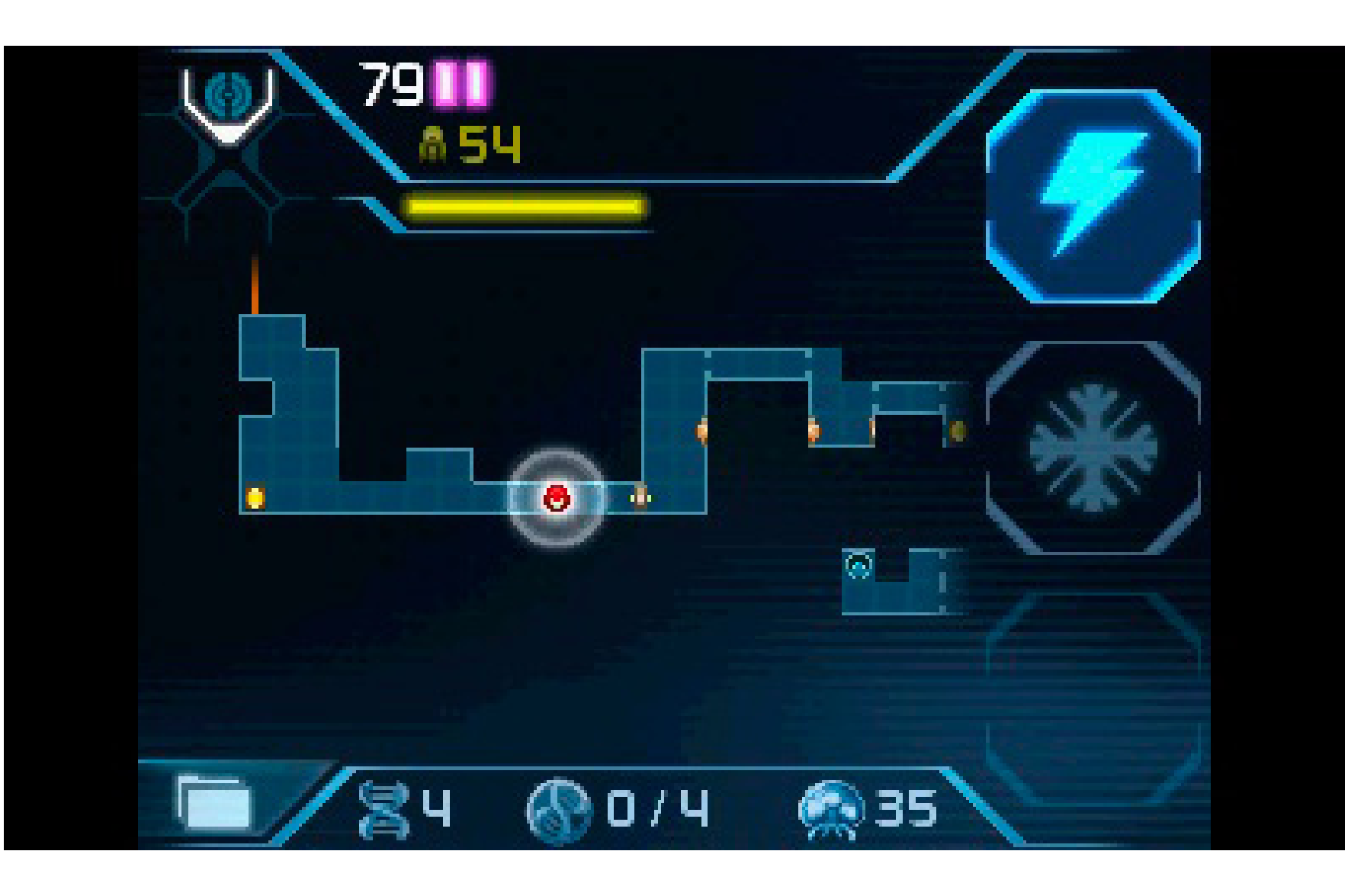
Hold Up, Left, or Right to aim in that direction. For times when more precision is required, use the Free Aim mechanic by pressing the L button. When you hold L, Samus enters an aiming stance, which lets you aim in a full 360-degree motion. This is useful during Metroid fights and for enemies you want to keep your distance from while retaining the ability to fight.

COMBAT

So now you've got the basic movements down, but Samus' mission requires more. Next you must learn how to use the weapons available in your arsenal.

SWITCHING WEAPONS

To switch weapons, press one of the icons on the right side of the bottom screen. There is no limit to how frequently you can switch weapons, so flip on the fly if a situation demands it—there are plenty of situations that do.

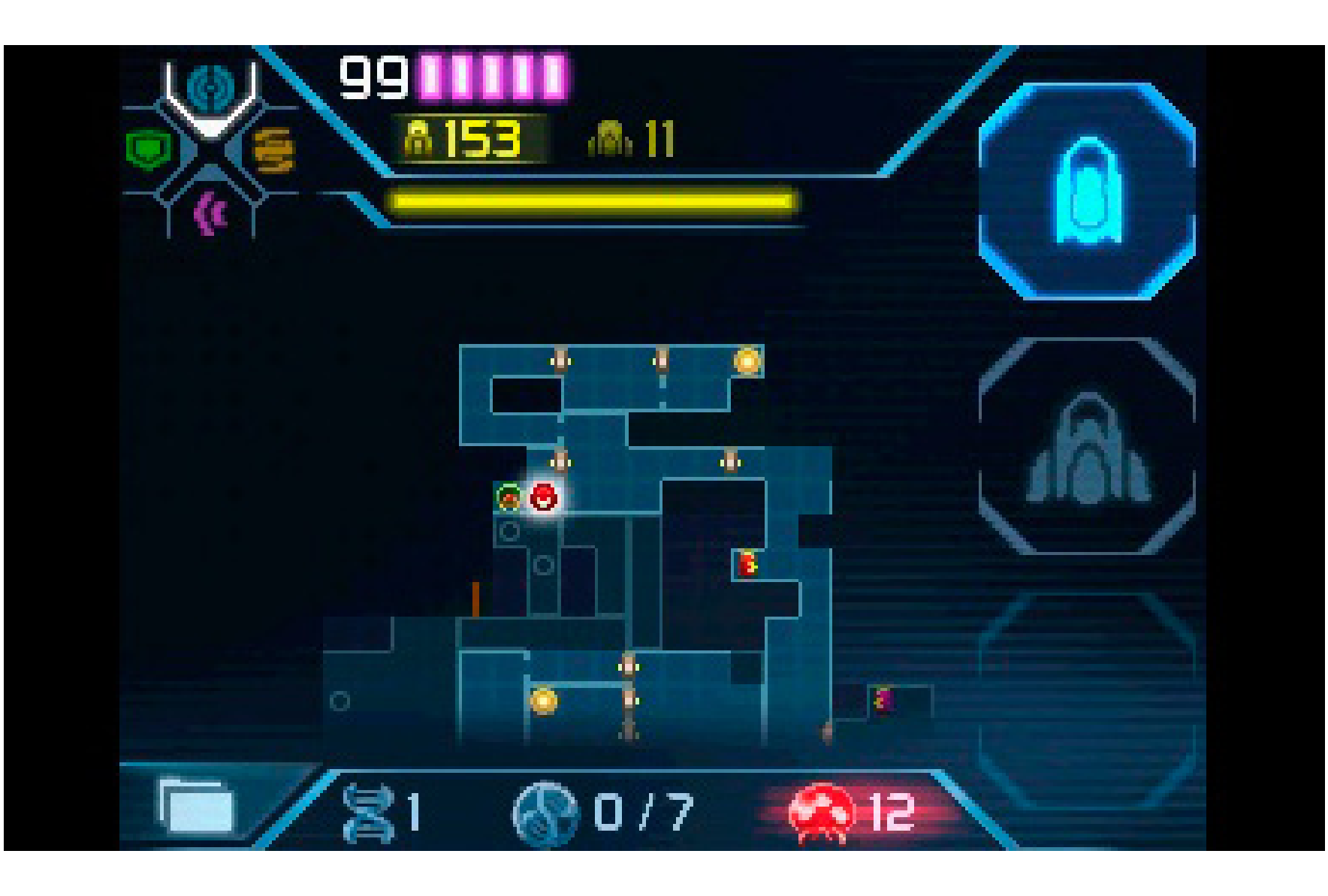


USING MISSILES

To fire a missile, hold R, then press the Attack button. You can also fire missiles while Free Aiming. Hold down the L and R buttons, then aim and fire!

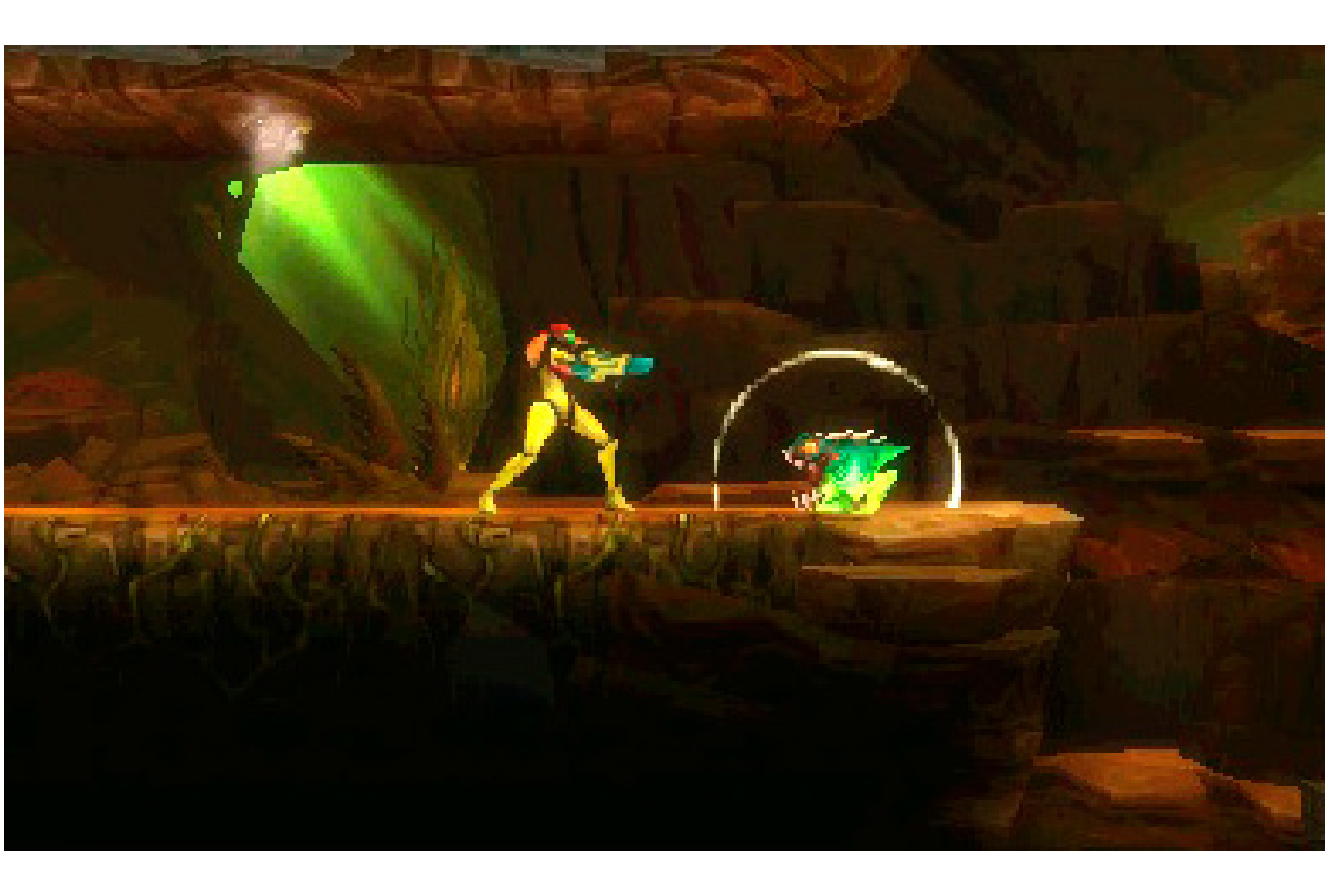
SWITCHING SECONDARY WEAPONS

Switching secondary weapons works the same way as switching your primary weapon, with one caveat. To display your secondary weapons on the bottom screen, you must hold R. From there, click the one you want and you're good to go. Once you pick a secondary, you can use it in the same way you fire missiles.



MELEE COUNTERS

The Melee Counter mechanic is one of the most useful in the game. Whenever you see white rings flash around an enemy's mouth and hear a clicking sound, hit the Y button to perform a Melee Counter. This temporarily stuns the enemy. After successfully performing a Melee Counter, DON'T MOVE! If you press Fire immediately following the Melee Counter, Samus shoots at the enemy automatically and deals extra damage. If you move, the enemy remains stunned but doesn't take the bonus damage, and you have to aim manually.

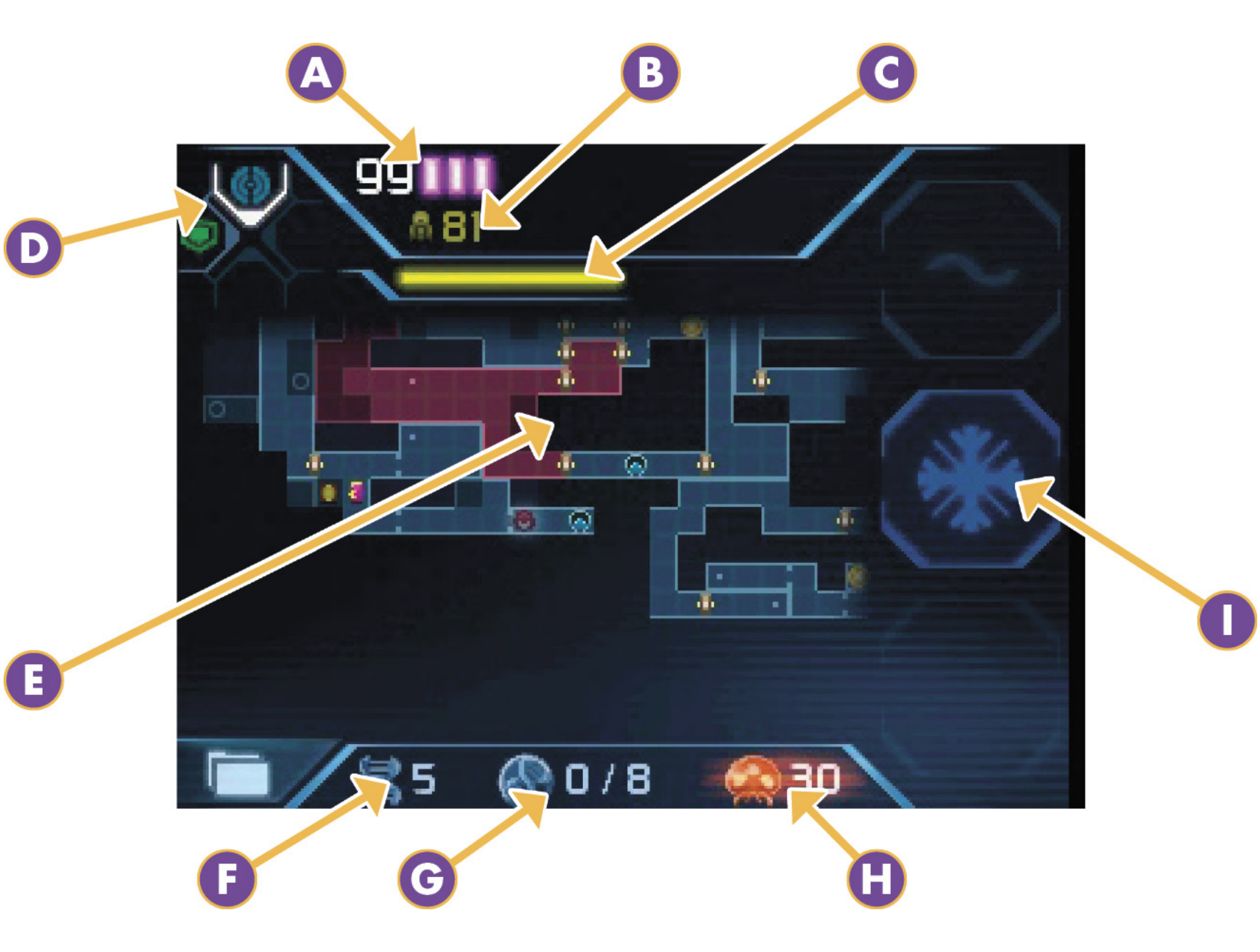


CHARGE BEAM

The Charge Beam is a Power Suit upgrade Samus picks up during her mission. A weapon upgrade rather than a whole new weapon, it allows you to charge up your primary beam weapon and the Ice Beam to deal more damage and release a bigger projectile. Hold the Attack button to charge up the shot; release the button to fire it.

THE TOUCHSCREEN

The bottom screen contains all sorts of useful information and features vital to your success. Read on to learn what it does and how to use it.



A ENERGY (HEALTH)

The purple bars at the top of your bottom screen represent Samus' health. As you accumulate Energy Tanks, the number of bars increases. Keep in mind that Energy Points never exceed 99, but this number should not be read as your total health. When those 99 points drain, one of the Energy Tanks drains, and health jumps back to 99. When viewing your health, think of it as 99 plus the total number of purple bars that are still full. This gives you an idea of exactly how much health you have left. If all of your tanks empty and your health hits zero, it's Game Over.

B AMMUNITION

The gold number below Samus' Energy Points represents how much ammo you have for each of your secondary weapons. If that number is reduced to zero, you lose the ability to use the corresponding secondary weapon until you pick up more ammunition, either dropped by enemies or obtained from an Ammo Recharge Station.

C AEION ENERGY

The yellow bar below Samus' Energy Points and ammunition total is her Aeion Energy bar. Aeion Energy is expended every time you employ an Aeion Ability such as Scan Pulse. When the bar empties, you can't use Aeion Abilities until you refill the bar at least partway. Do this by grabbing yellow orbs dropped by enemies, or by retrieving Big Aeion Orbs, which are displayed on your in-game map as yellow circles, and marked as B on our guide maps.

D AEION ABILITIES

The top-left corner of the bottom screen displays all of your currently held Aeion Abilities. Press the +Control Pad in the direction of one of the Aeion Ability icons to select it. From there, activate it as normal and you're good to go.

E MAP

The bottom screen's primary job is to display your map. Item tank locations are marked with circle icons. Uncovered item tanks appear as specific item icons, revealing their identities. If you collect an item tank, its location is marked with a dot on the map.

F CURRENTLY HELD DNA

The DNA icon on the bottom middle of the bottom screen shows how many Metroid DNA strands you've acquired.

G REQUIRED DNA

The icon to the right of the DNA icon is the Required DNA icon. This is the number of DNA strands you need to obtain in this area, but can also be viewed as the number of DNA strands required for the most recent Chozo Seal you interacted with.

H METROID RADAR

The Metroid icon on the right side of the bottom-middle panel is your Metroid Radar. It displays the total remaining Metroids on the planet and signals if one is near. If that icon begins flashing, a Metroid is close by.

I WEAPON SELECT

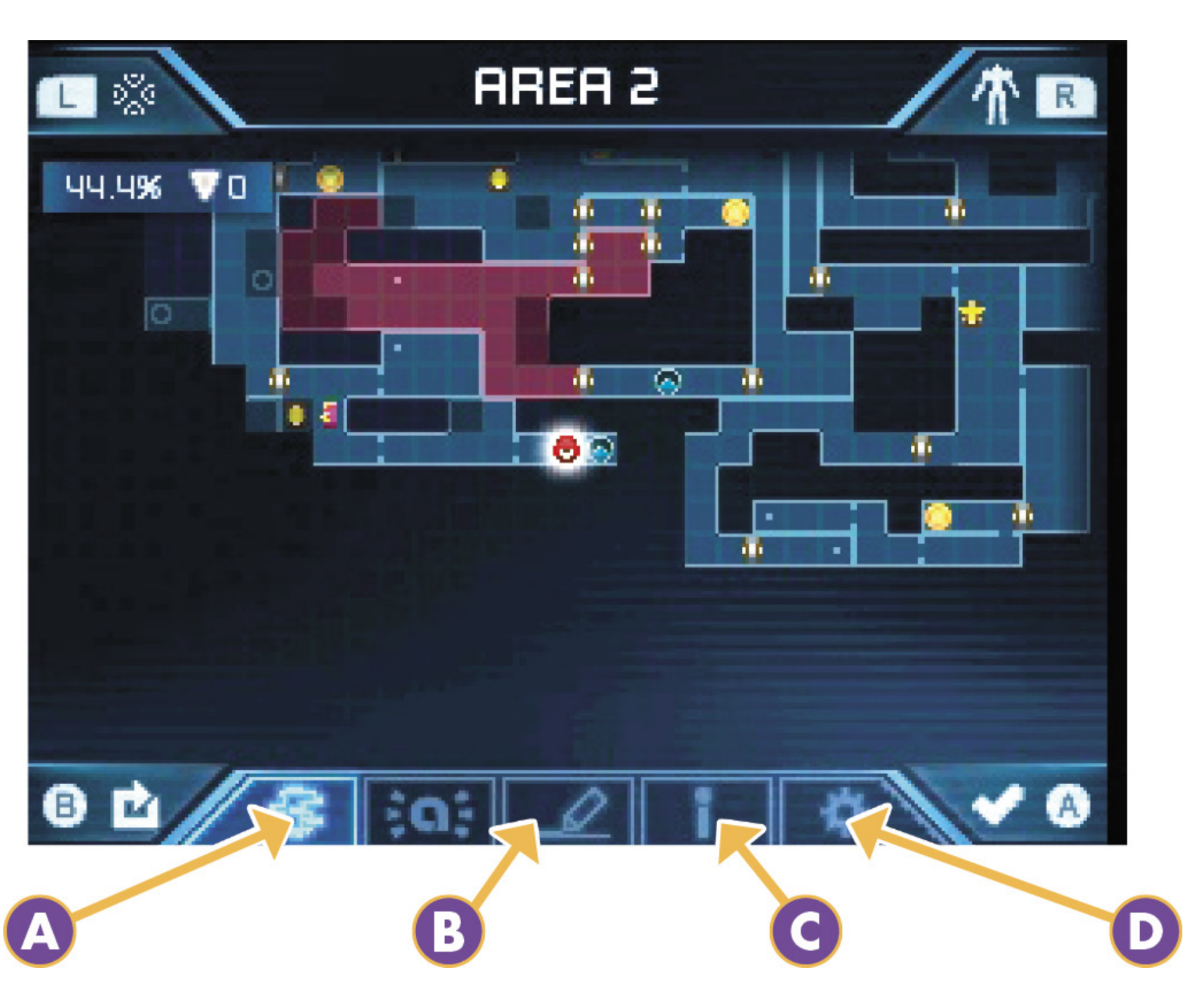
The three icons on the right of the bottom screen are the primary weapon options you currently possess. Tap one to select it as your primary weapon.

PAUSE MENU

Pressing the Start button pauses the game and offers you more bottom-screen functionality. Read on to learn about these additional features.

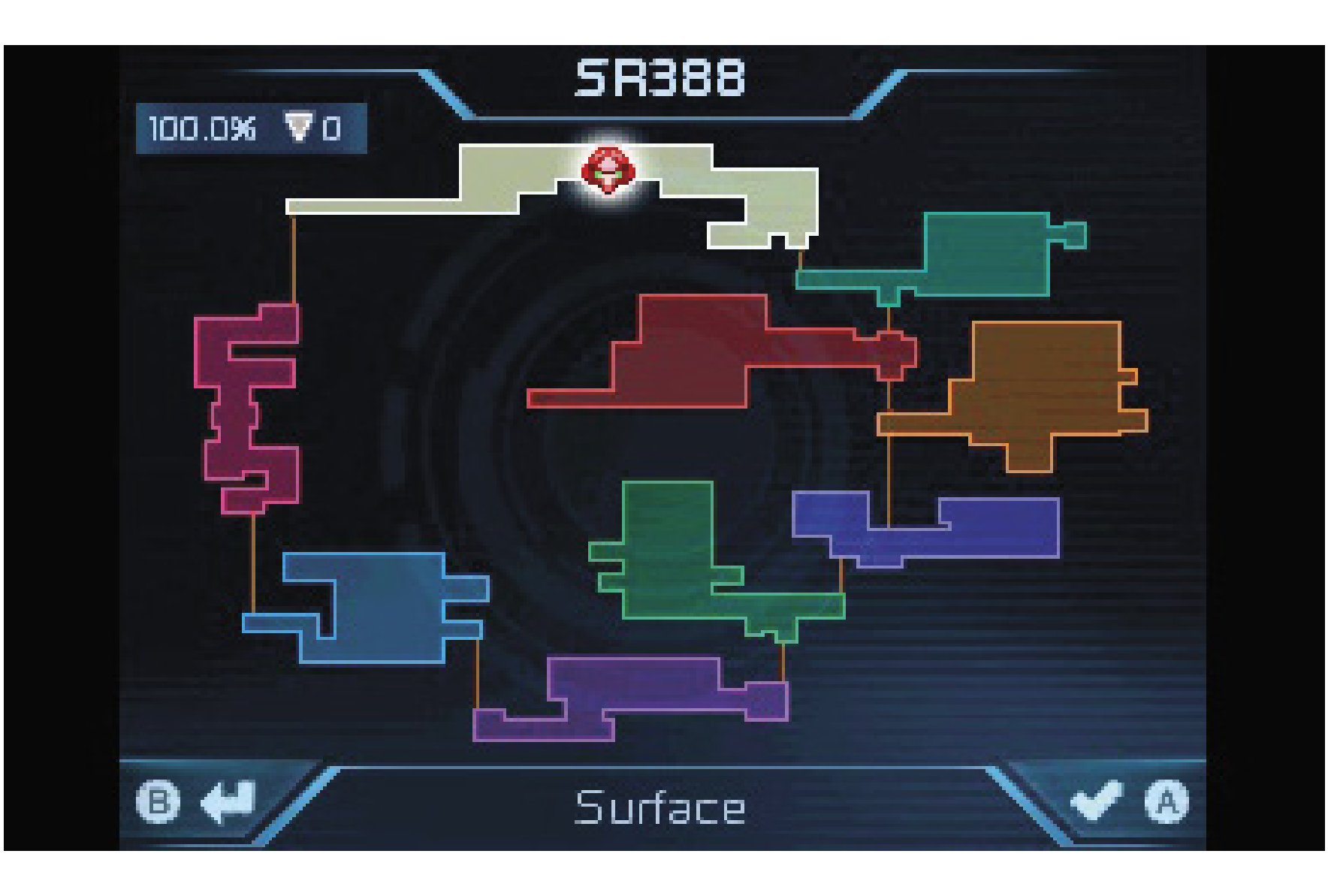
MAP

While the game is paused, use the stylus to scroll around the map and see a fuller picture.



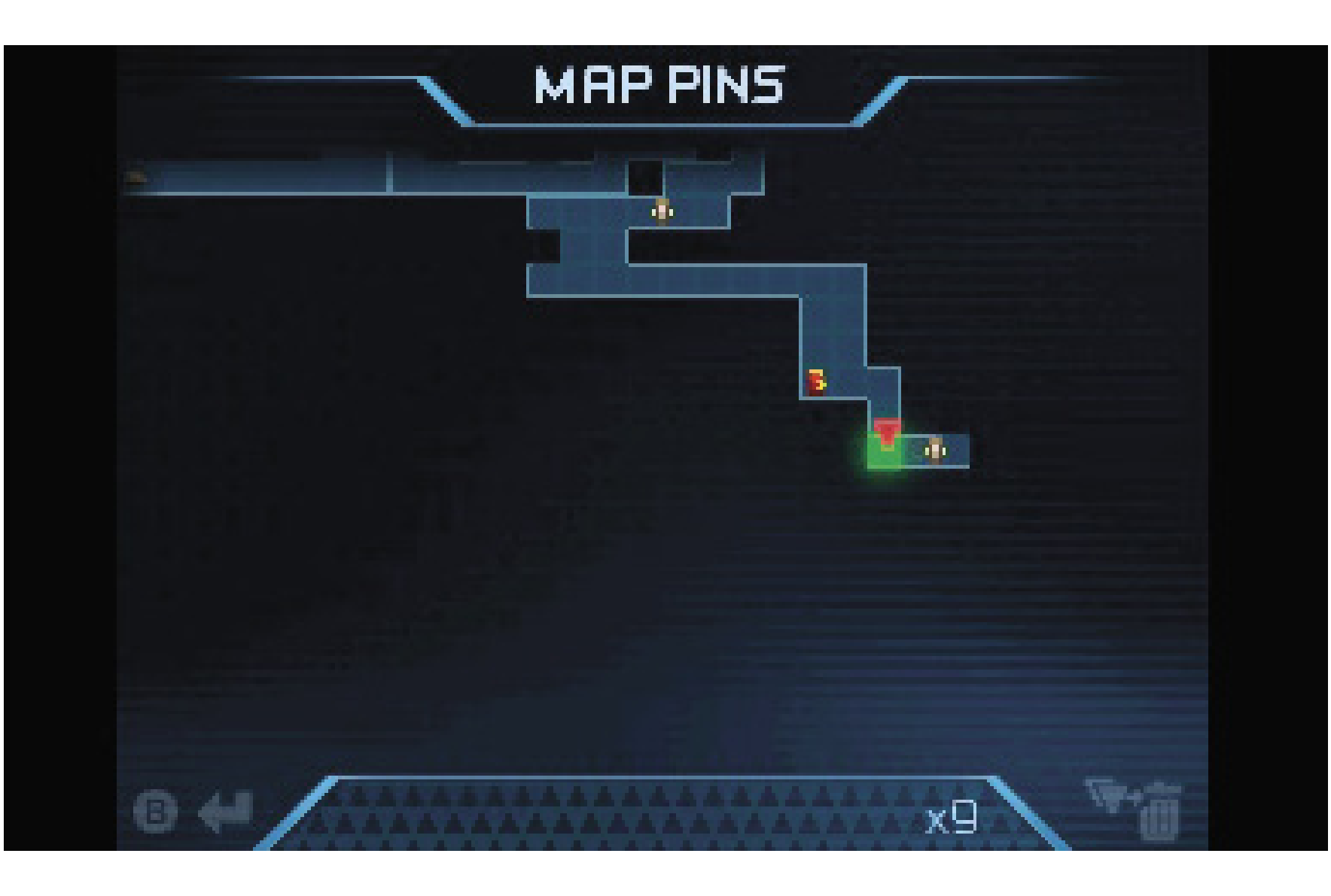
A MAP OF SR388

Click the jagged-shape icon on the left side of the bottom-middle panel to be taken to all the areas you've visited on SR388 so far. A displayed percentage marks how many item tanks you've collected in that area.



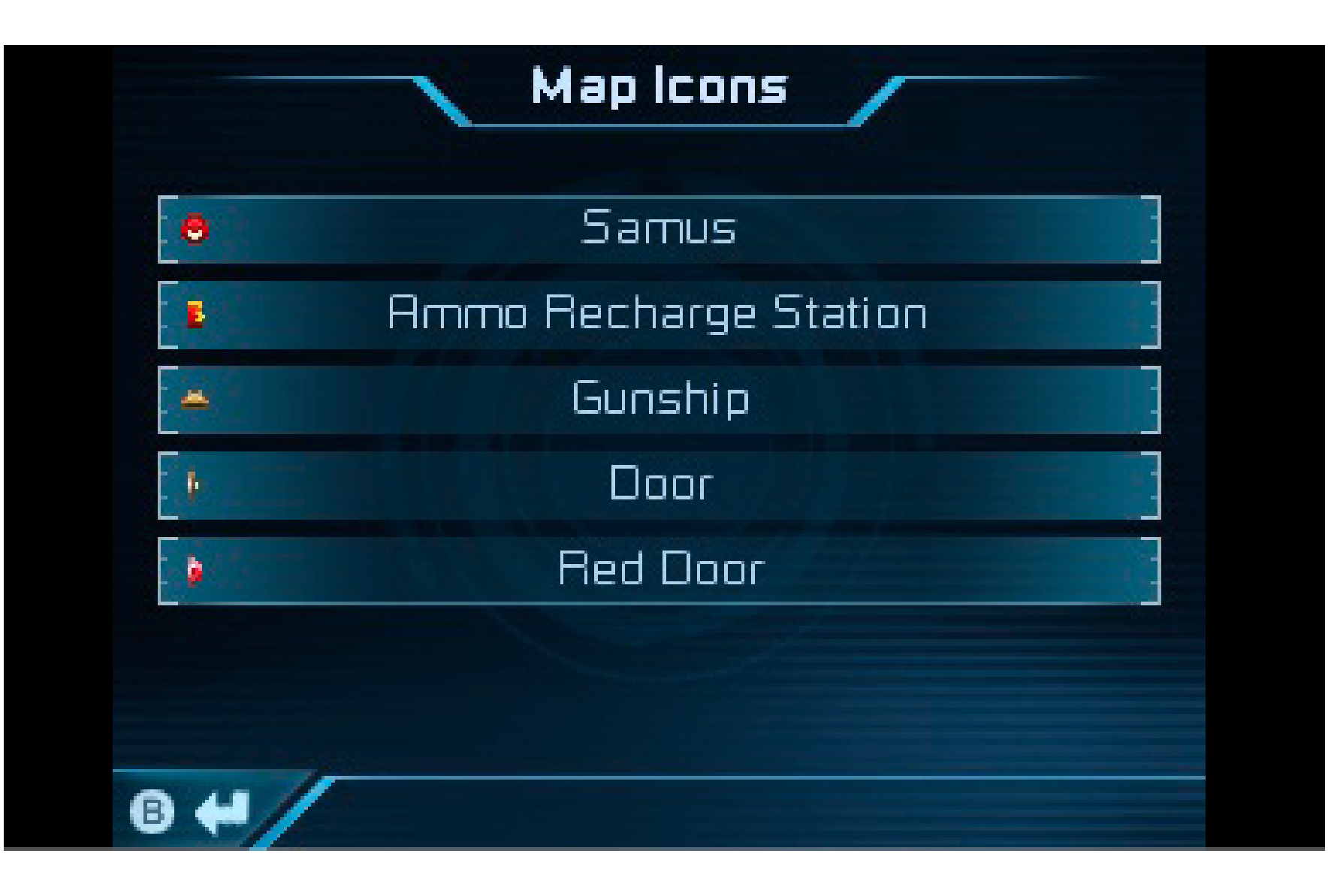
B MAP PINS

If something in an area grabs your attention, pause the game, hit the pencil icon on the bottom of the bottom screen, then drag one of the multi-colored pins to that location as a reminder for later.



C MAP ICONS

If you ever find yourself looking at an icon on the in-game map and wondering what it is, click the "i" icon on the bottom of the bottom screen to view a legend of every icon you've encountered up to that point.

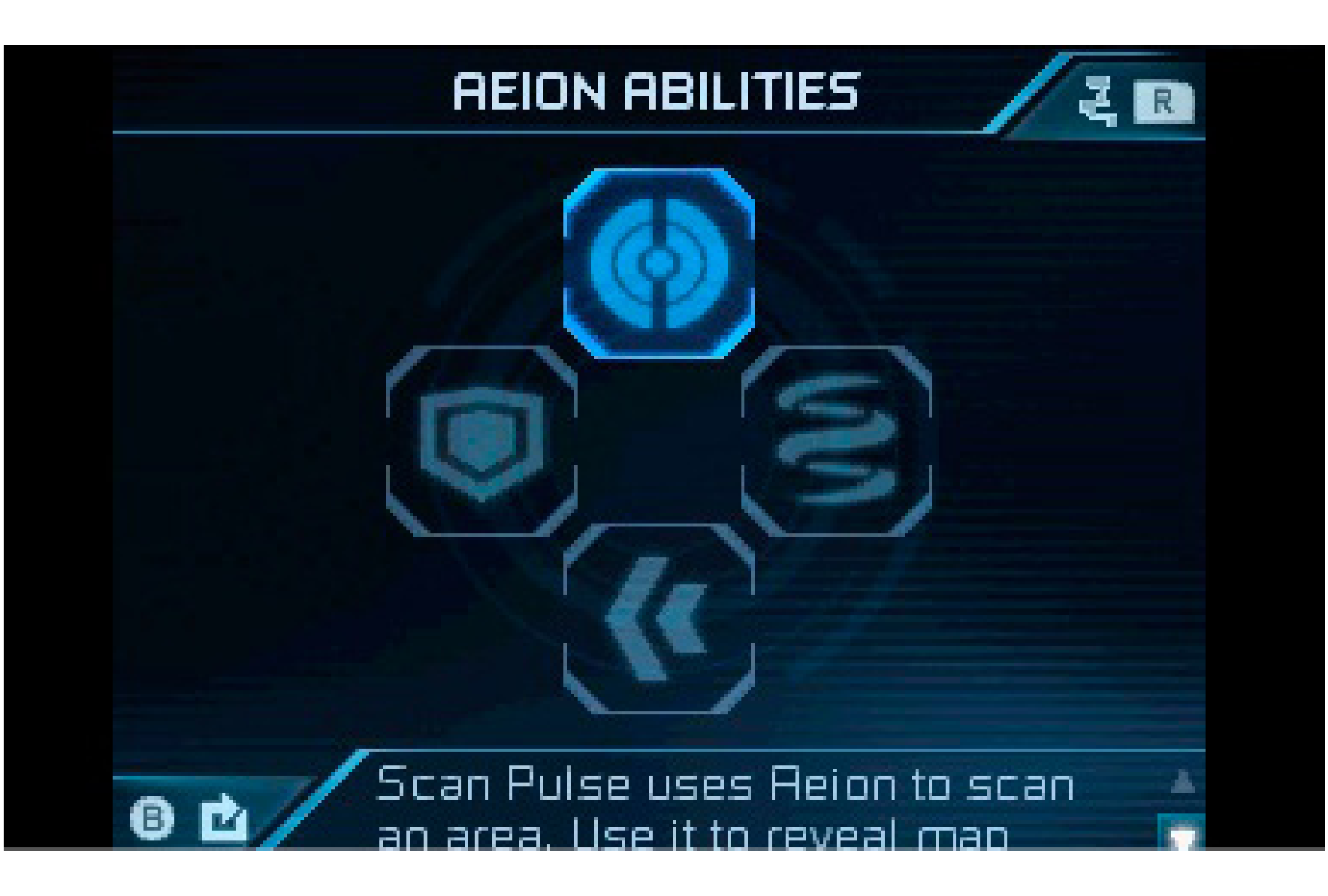


D SETTINGS

Click the gear on the bottom of the bottom screen to access the game's Options menu. You can adjust all sorts of settings for the game from this menu.

AEION ABILITIES

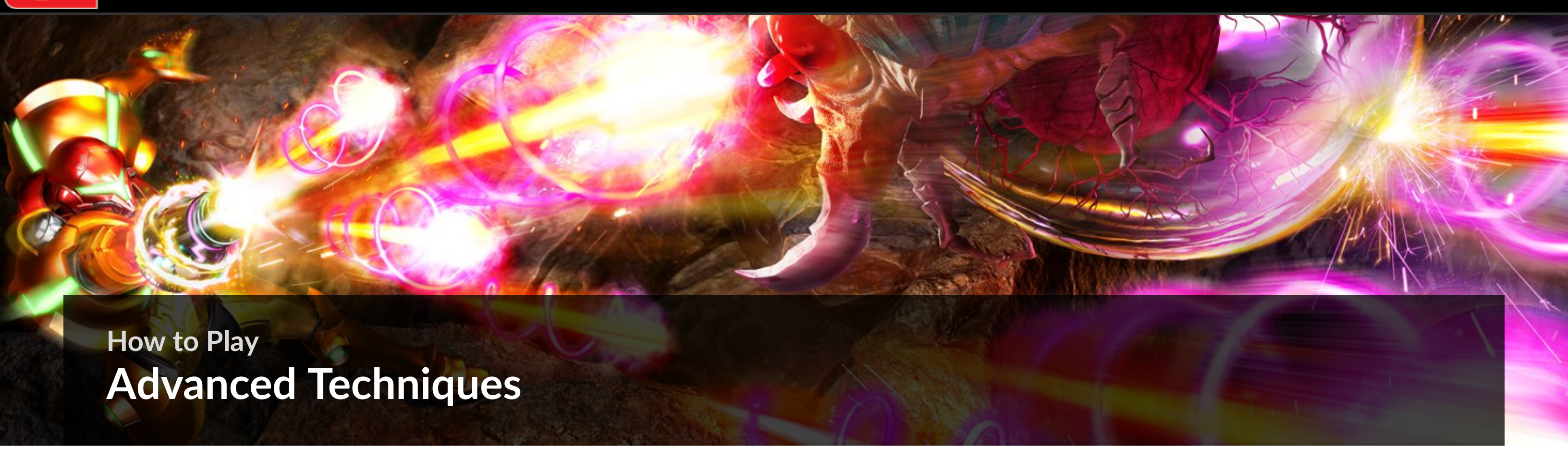
Press the L button from the Pause screen to access the Aeion Abilities screen. Here, all your current Aeion Abilities are detailed, explained, and selectable. If your memory is a little fuzzy on how a specific ability works, you can always come back here and read the description for a refresher.



Scan Pulse uses Aeion to scan an area. Use it to reveal map

SAMUS' GEAR

Press R while the game is paused to reach a screen detailing all of Samus' current gear. Scroll through each item for a short but detailed summary of what each piece of equipment does and how to use it.



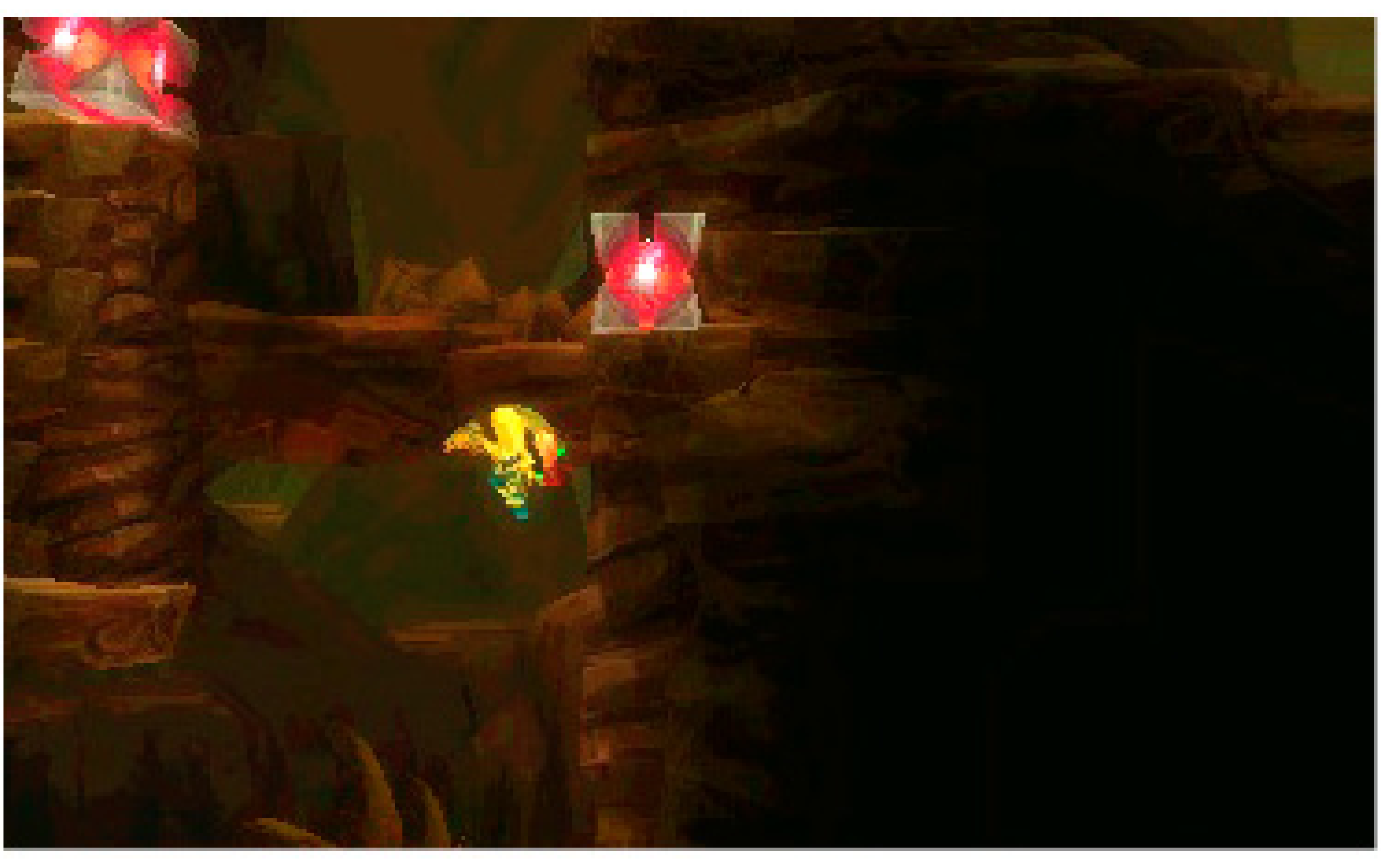
How to Play

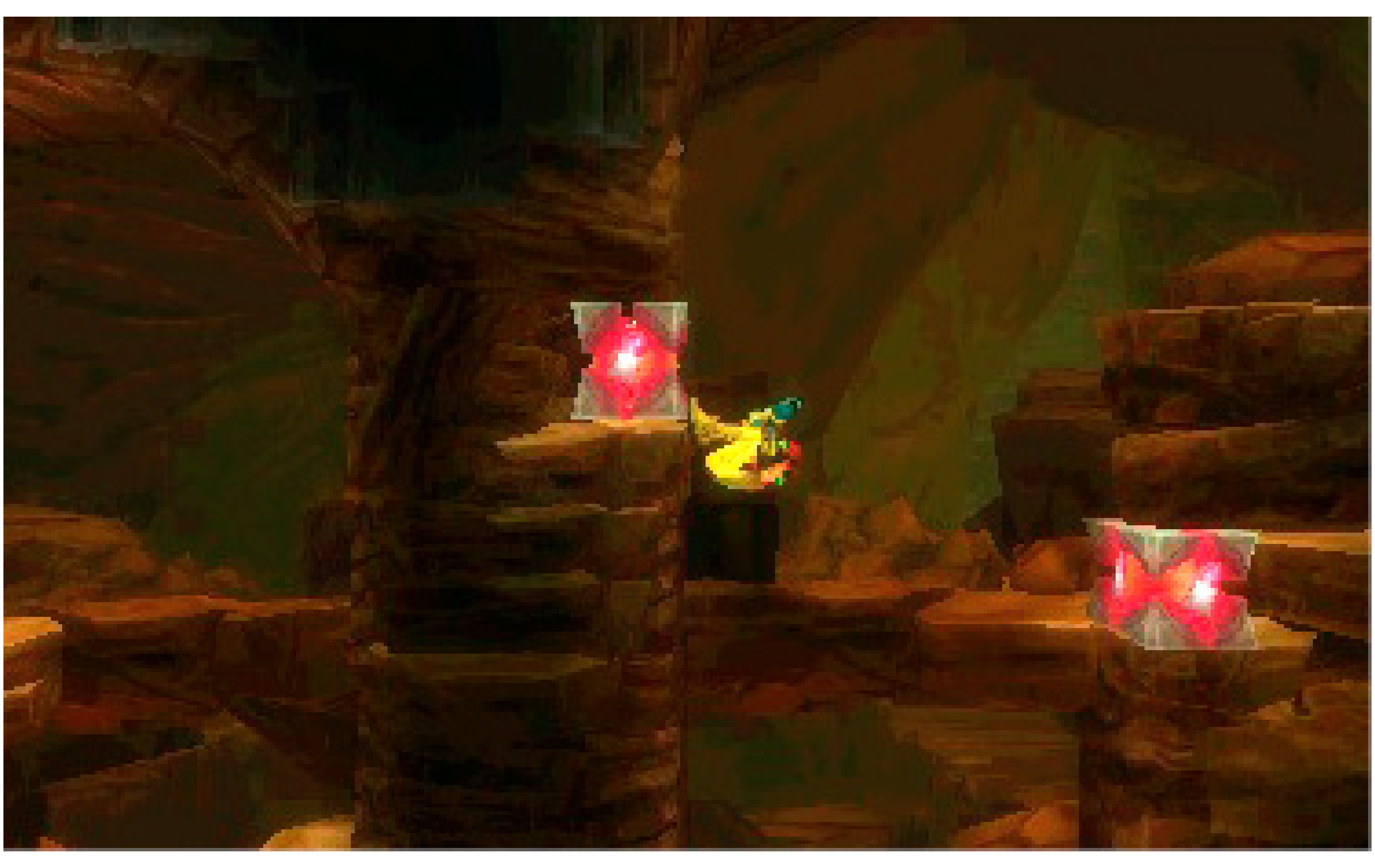
Advanced Techniques

There are a few techniques in Metroid: Samus Returns that aren't required, but knowing how to use them allows you to explore with greater ease and reach item tanks early. Read on to learn more about them.

WALL-JUMPING

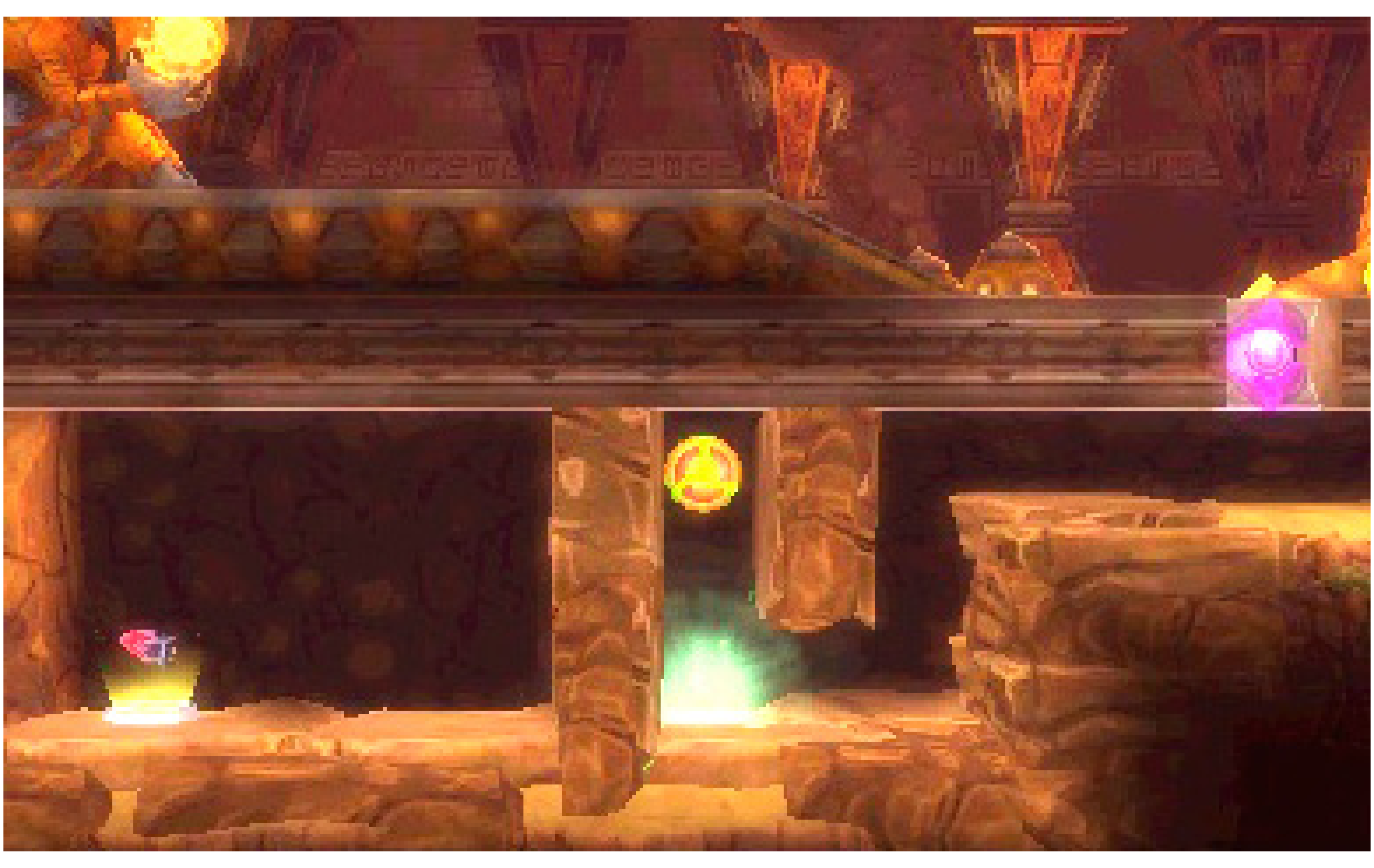
Perform a Spin Jump toward a wall, then push the Circle Pad in the direction opposite the wall while pressing the Jump button at the same time. This causes Samus to push off the wall for a small boost—a technique called wall-jumping. You can continuously perform this technique, so long as there are two walls in close proximity, allowing Samus to bounce up them with ease.





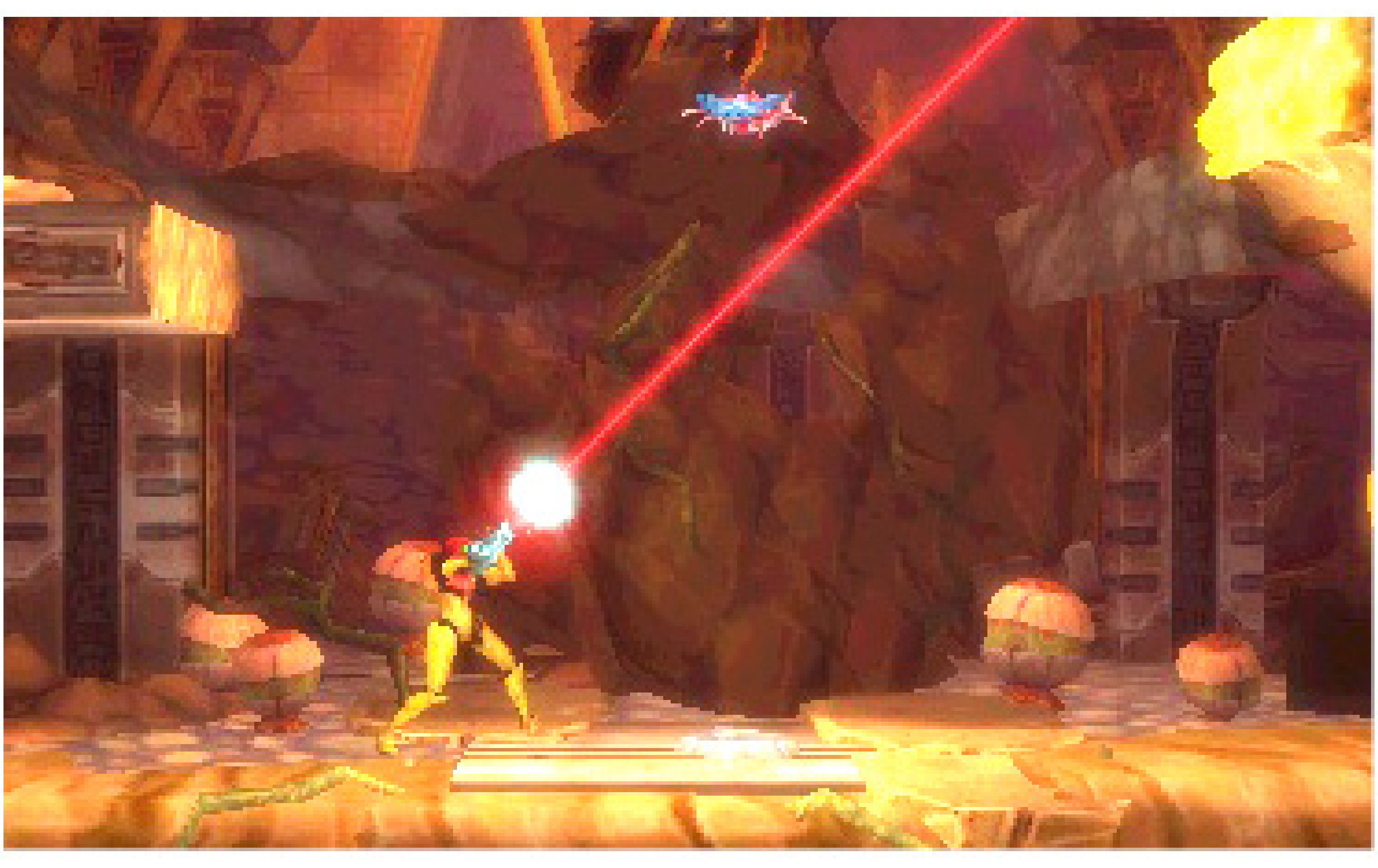
BOMB-JUMPING

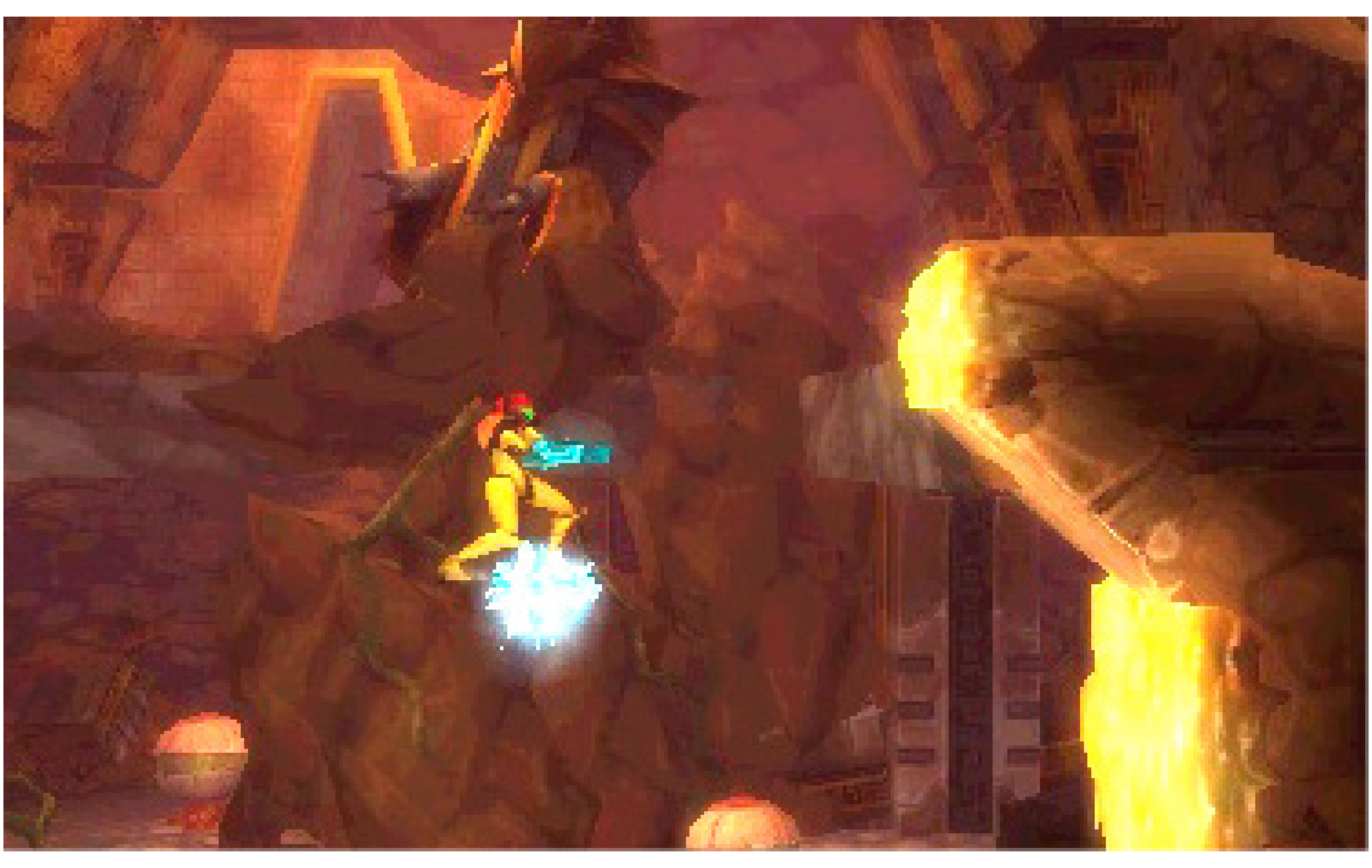
Plant a Bomb beneath Samus while she's in Morph Ball form. This causes her to be boosted into the air a slight way upon the Bomb's explosion. Plant a Bomb at a rate of approximately every one and a half seconds, without moving Samus left or right, so that the Bombs slowly boost Samus into the air. If your timing is on point, Samus can go as high as the room, or your ability to keep planting Bombs rhythmically, allows.



ICE BEAM PLATFORMS

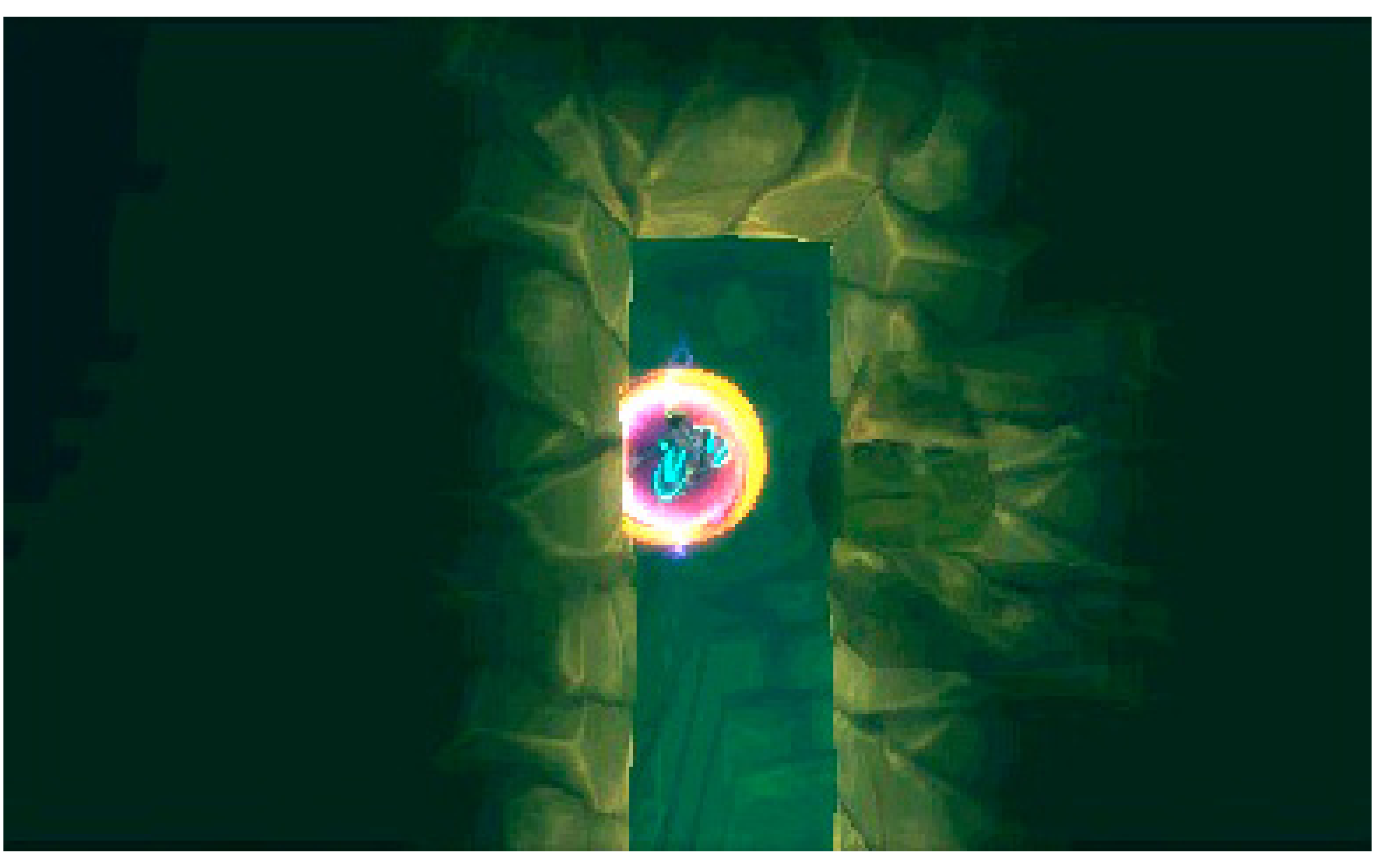
Charge up and fire an Ice Beam shot to freeze an enemy solid. While frozen, the enemy can be jumped on and used as a makeshift platform. Use these platforms to reach places previously unattainable. There aren't a ton of opportunities to employ this trick effectively, but keep it in mind for when those rare opportunities occur.

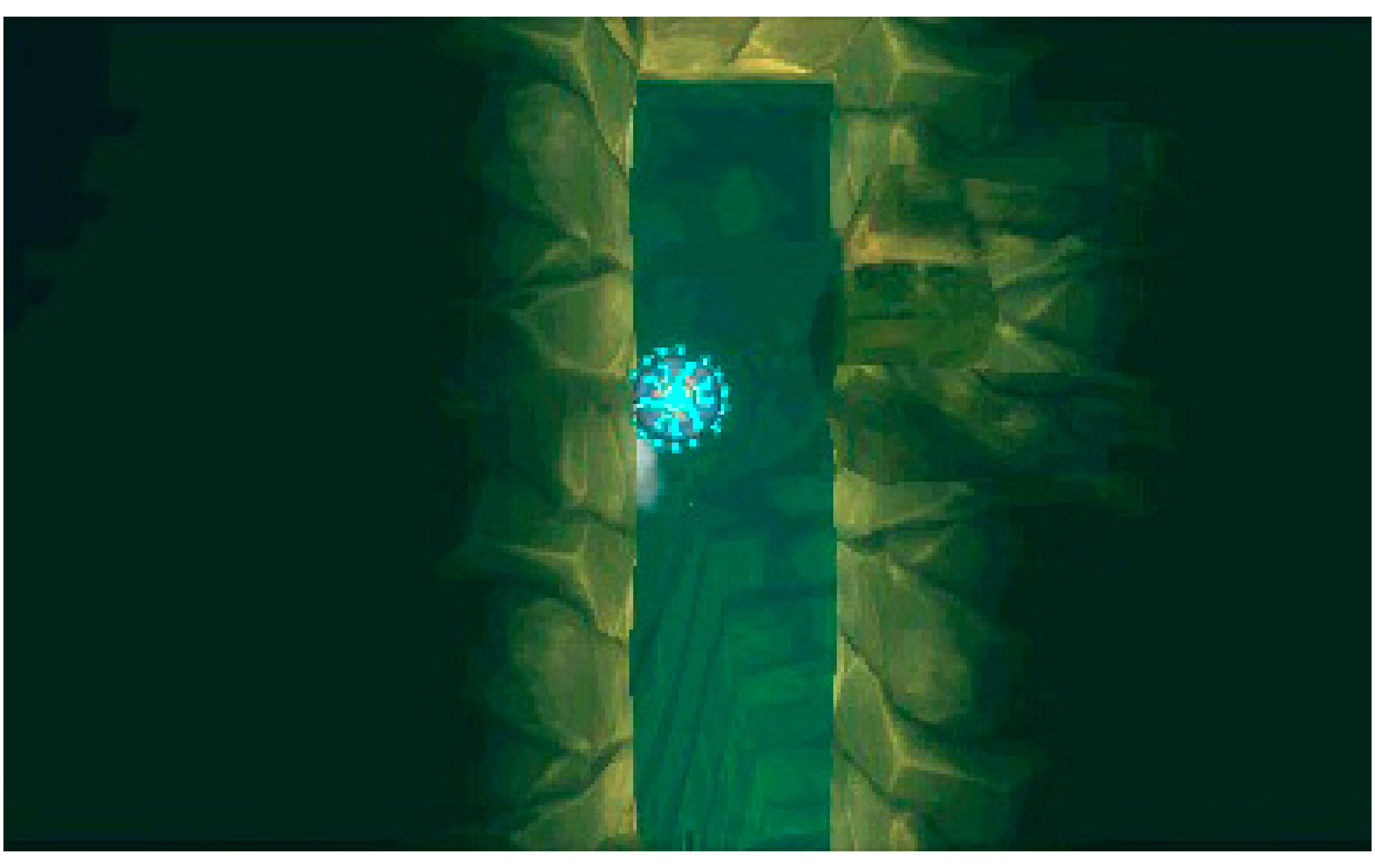




MIDAIR SPIDER BALL

This is one of the trickier techniques in the game, but it's also one of the more useful. While Space Jumping near a wall, quickly double-tap Down on the Circle Pad to roll Samus into her Morph Ball. Immediately hold the Circle Pad toward the wall while pressing the L button to Spider Ball onto the wall before hitting the ground. It's a tough combination of buttons that takes some practice, but it's handy for cutting down climb time when trying to reach a Morph Ball passage, a Bomb Block, or anything the Space Jump can't get you to.





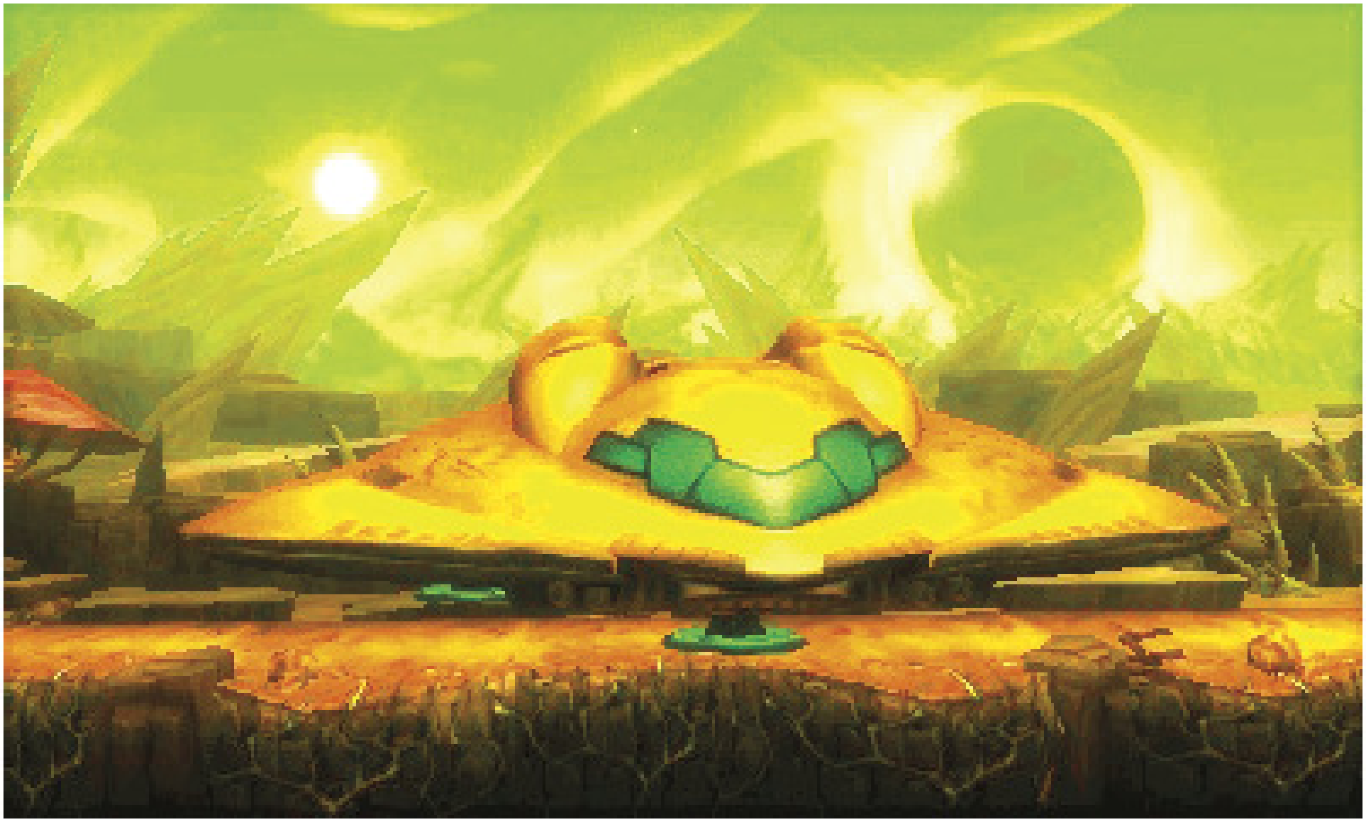
The Armory

Introduction

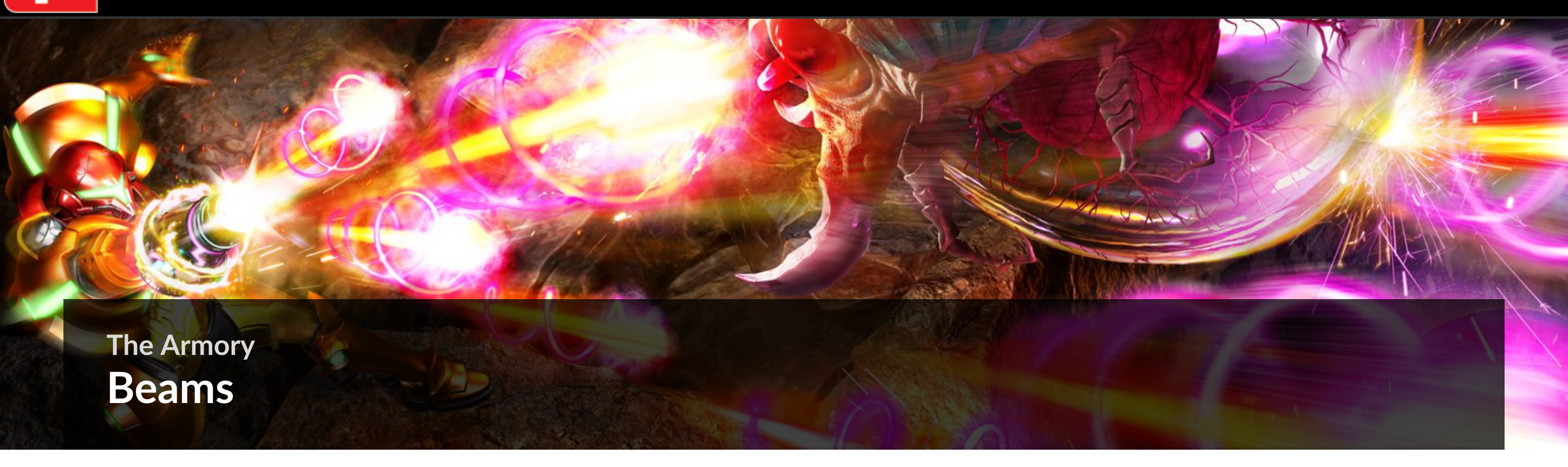
Samus has always had a wide array of weapons and tools to choose from while tracking down her latest bounty—most of which are strictly POS (procure on-site). This section details all the items you find over the course of this adventure, so if you prefer to go into the game spoiler-free, skip this section and head straight for the Walkthrough. Otherwise, read on to learn about expected discoveries while you're exploring SR388.

The Armory

The Gunship



While rarely deployed during Samus' missions, the Gunship is a vital component of her bounty-hunting career. Not only does it get Samus from one star system to the next, it's also a capable combat vessel. Top that off with a suit-maintenance setup designed to refill all of Samus' health, Aeion, and ammunition, as well as save mission progress, and you've got a ship fit for the galaxy's greatest bounty hunter.



The Armory

Beams

Since her very first on-screen adventure, Samus has made use of an assortment of beam-type weapons, and this adventure is no exception. Most, if not all, of these weapons will be immediately familiar to Metroid veterans, but they may be welcome surprises nonetheless.

POWER BEAM

Samus' bread and butter, the Power Beam may be the peashooter of the Metroid universe, but it gets the job done.

CHARGE BEAM

The Charge Beam isn't so much a weapon as a weapon enhancer. After obtaining it, Samus is able to charge up and fire more powerful versions of all of her other beams (save for the Grapple Beam). Pretty handy!

ICE BEAM

The perfect tool for dealing with Metroids, especially on their home turf. The Ice Beam is not only the one beam-type weapon that can harm a Metroid, but it's also incredibly useful when dealing with all the other creatures that inhabit SR388. Note, however, that "creatures" does not include non-organic enemies, of which there are plenty that aren't affected by the Ice Beam.

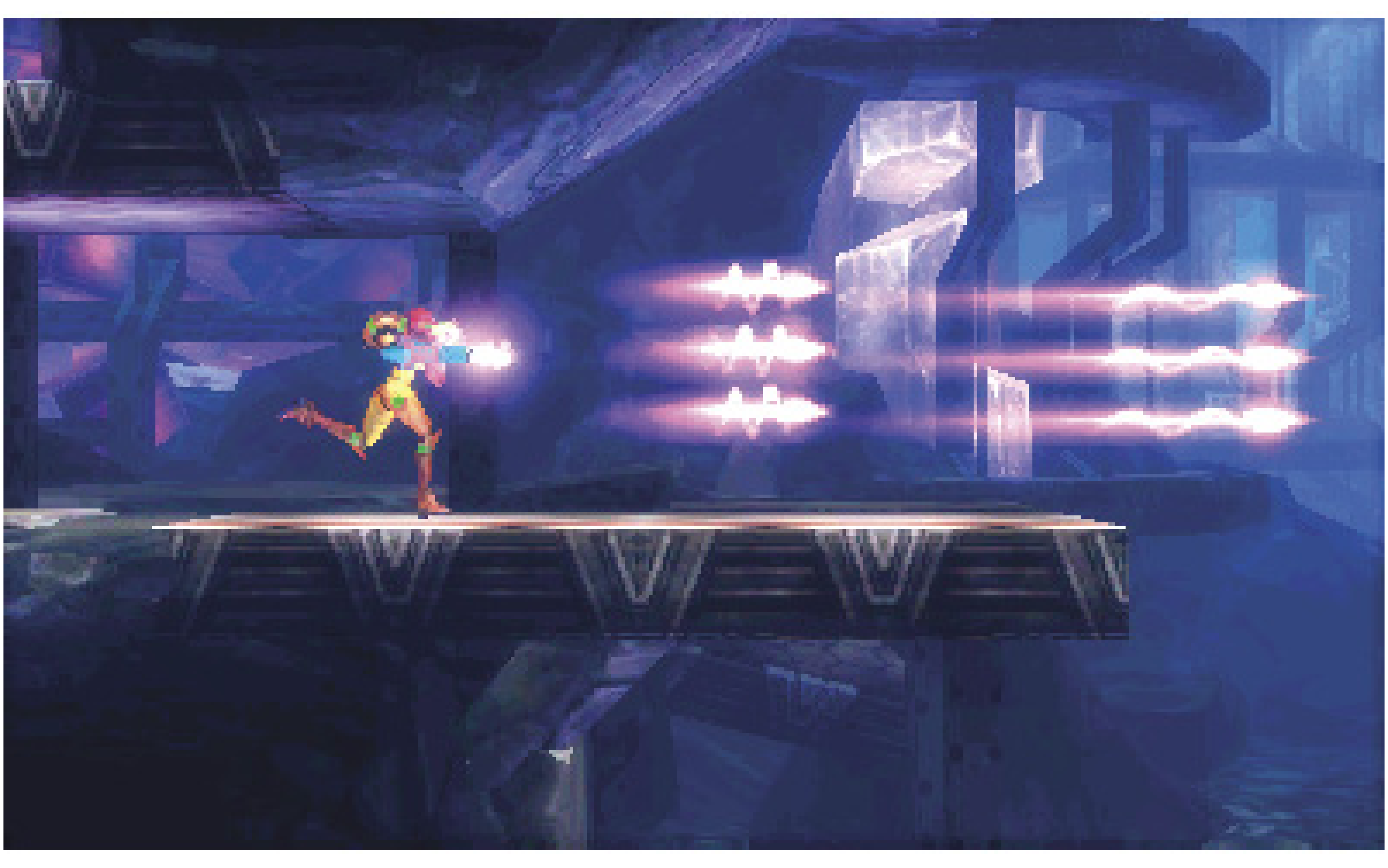
WAVE BEAM

The Wave Beam defies spatial physics to allow Samus to fire through solid objects. This is handy in its own right, but combine that with the fact that it's also a damage upgrade over the standard Power Beam and you may find yourself forgetting the Power Beam ever existed.

GRAPPLE BEAM

This weapon isn't much of a weapon at all, but it does make for a clever utility device. It can hook onto certain Blocks to move or destroy them, and Samus can also anchor onto specific ceiling Blocks to swing to previously unreachable places. Add to that its efficiency in pulling wall- and ceiling-dwelling enemies from their perches, and Samus has got herself a top-tier tool to find and defeat every Metroid on this planet.

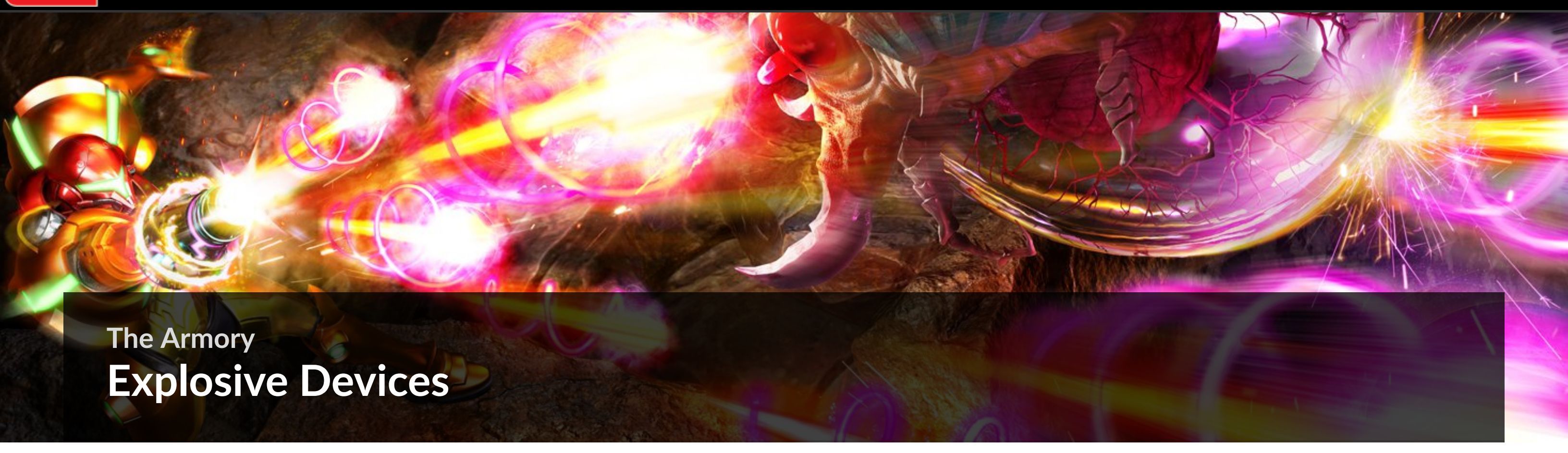
SPAZER BEAM



What's better than one beam that shoots through walls? How about three simultaneous beams? That's right! The Spazer Beam increases the number of beams you fire from your standard Power Beam. Instead of one simple beam, you fire three like an energy-based fork! A welcome upgrade for any Metroid-hunting bounty hunter.

PLASMA BEAM

The Plasma Beam is the deadliest beam in the game, and the Spazer and Wave Beams make it even better. It doesn't boast any new features, but it does hit like a truck. It makes the task of defeating most enemies much easier. The only catch is that even this powerhouse of a weapon can't deal damage to a Metroid. That's rough stuff, but there are plenty of alternatives for you to choose from when it comes to the business of Metroid-slaying.

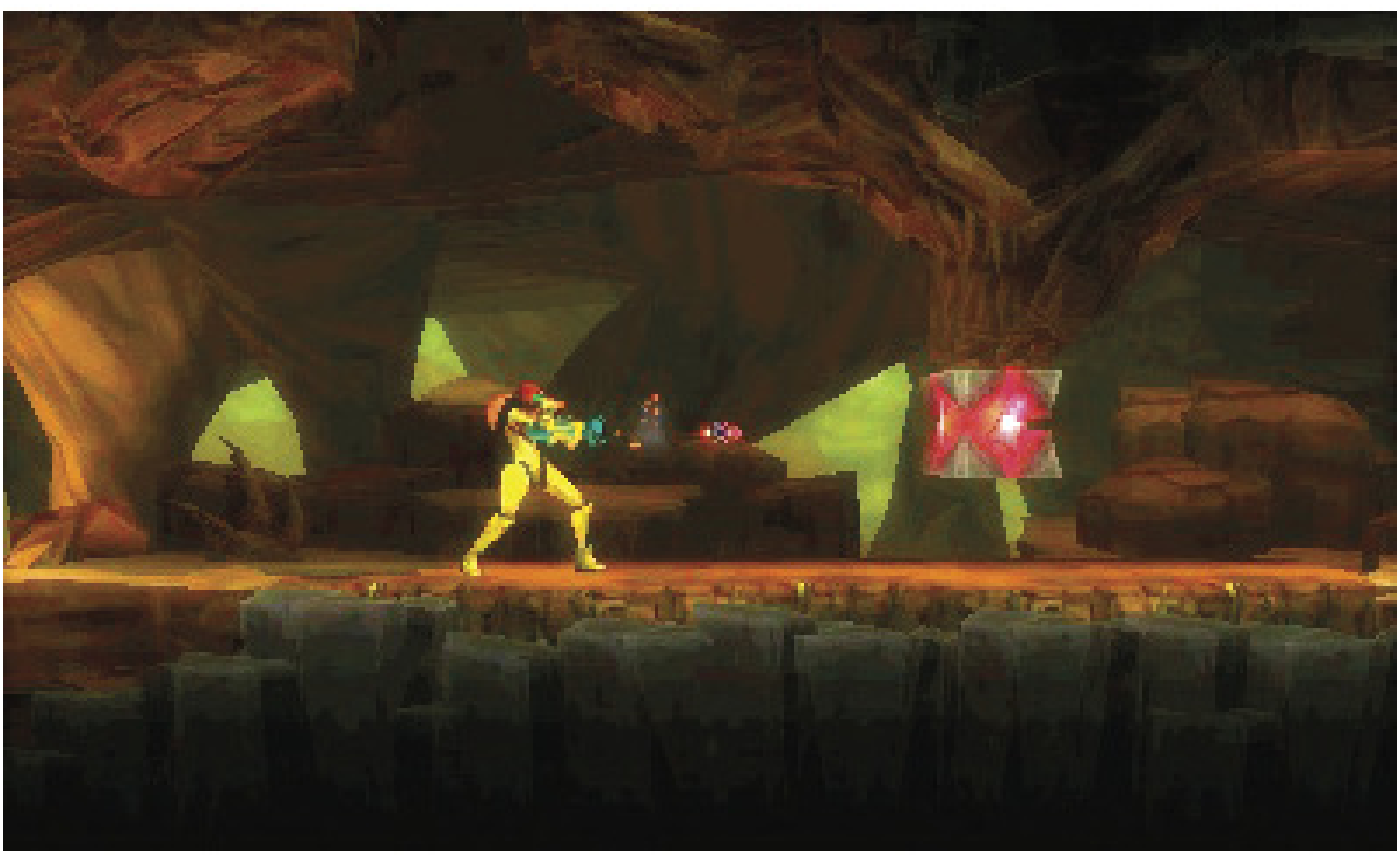


The Armory

Explosive Devices

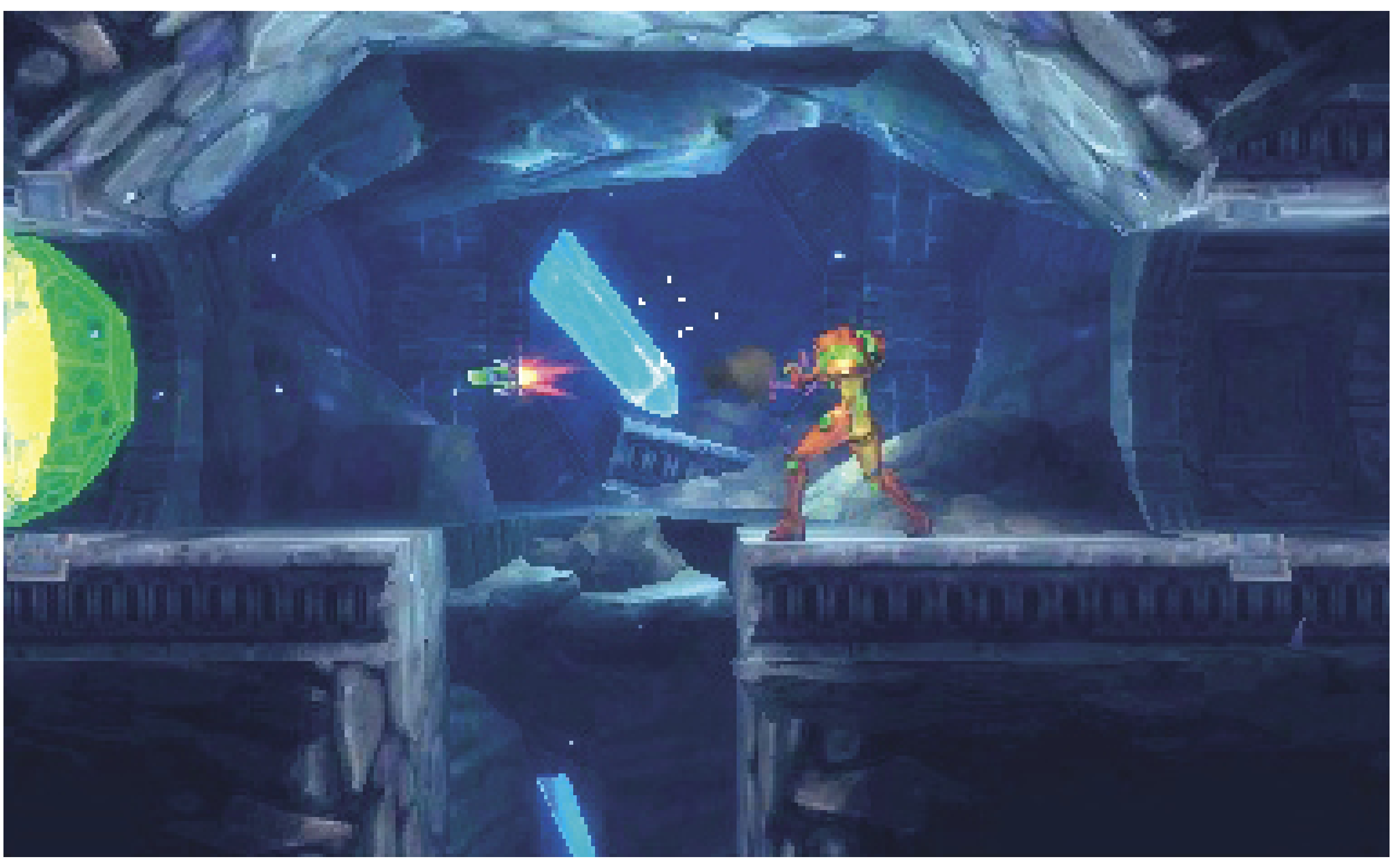
Beams are useful and necessary, but their power can only stretch so far. For times when a little more oomph or finesse is needed, Samus goes for weapons of the explosive variety.

MISSILES



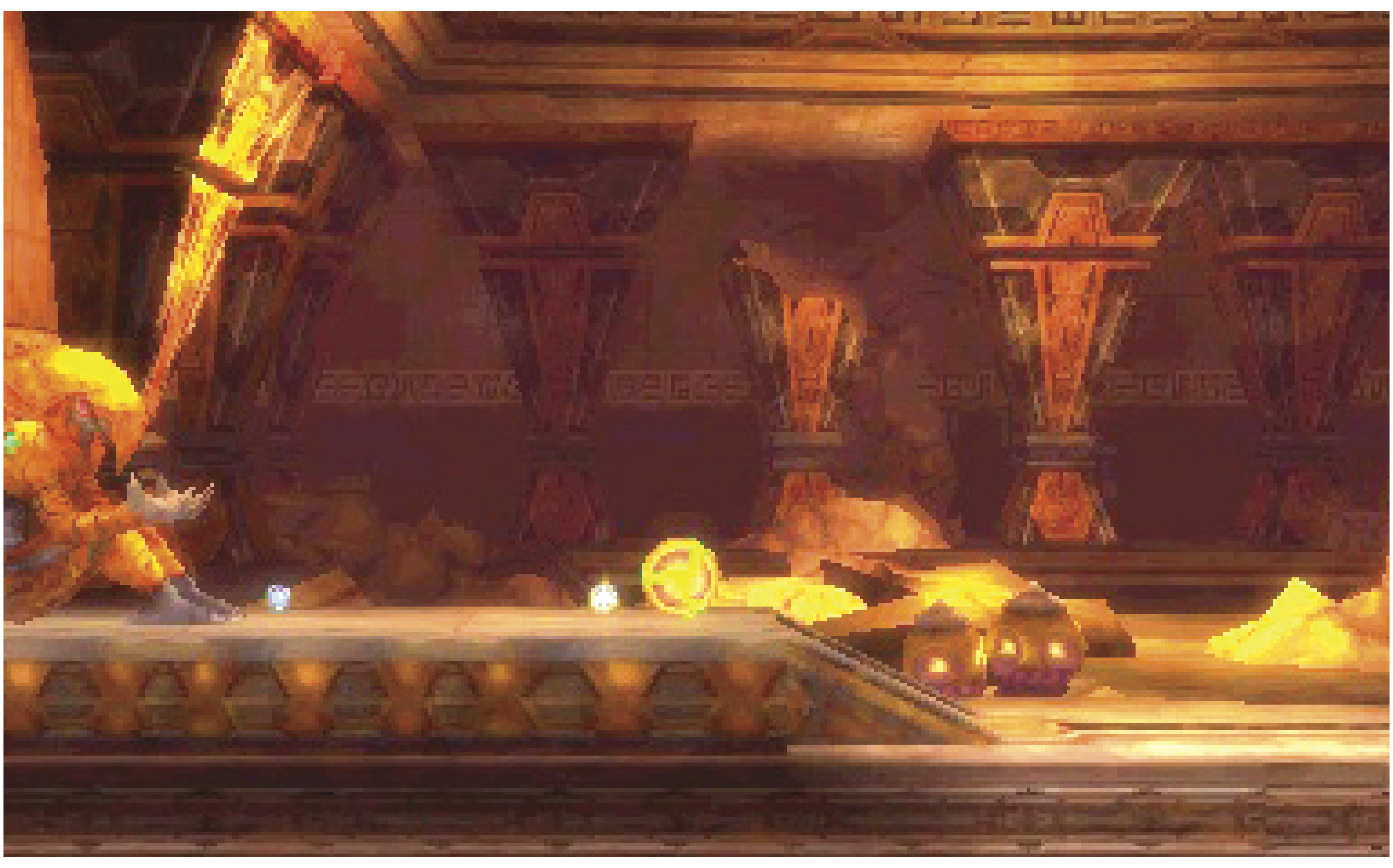
Samus starts her mission on SR388 with a Missile Launcher and a decent-sized missile count. Missiles—along with the Ice Beam—are your primary means of damaging Metroids, but they're also excellent for dealing with most of the planet's other hostile types. You find a metric ton of Missile Tank Upgrades on this planet, so don't be afraid to utilize these projectiles with reckless abandon.

SUPER MISSILE



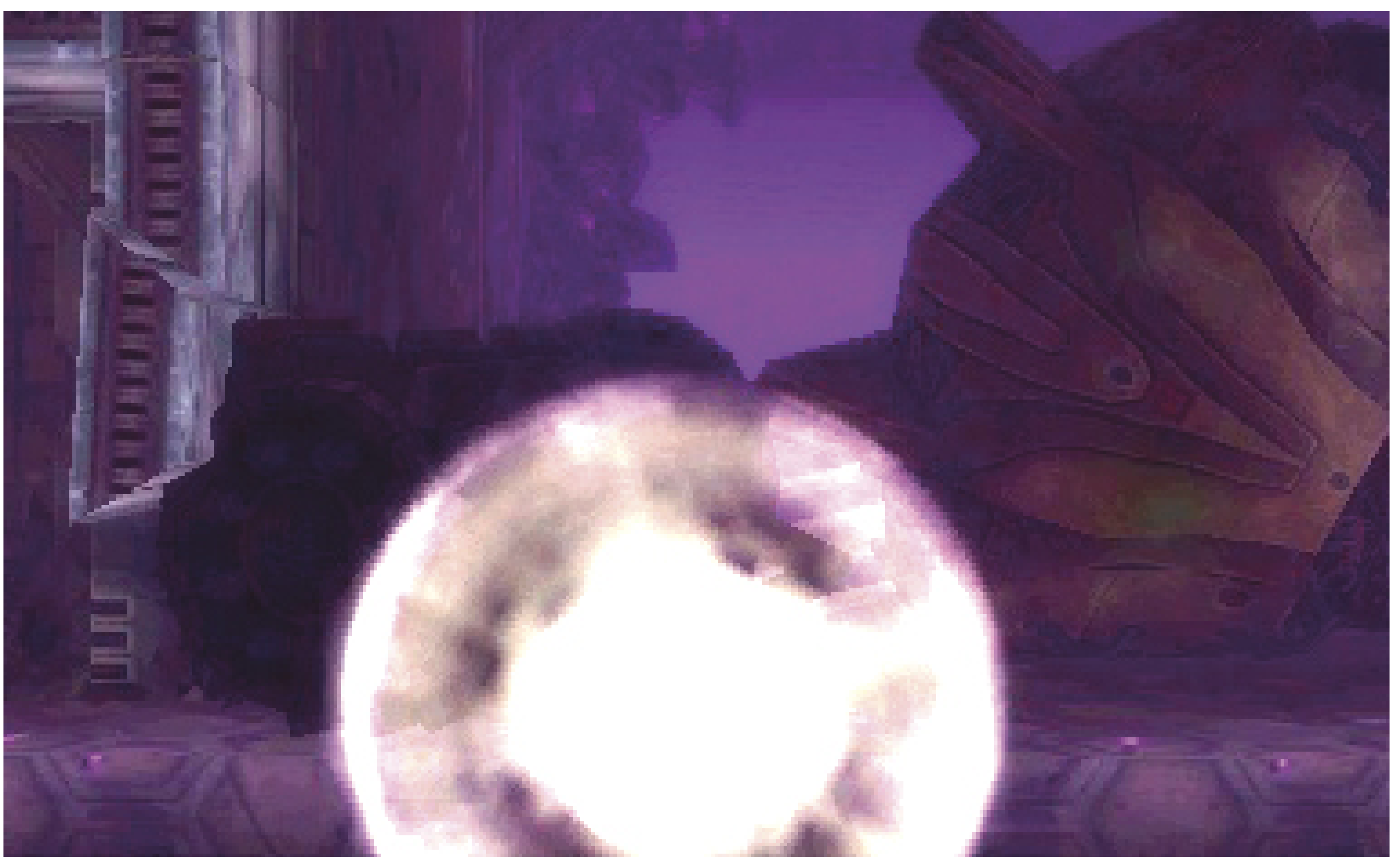
Everyone loves Samus' missiles, right? Unfortunately, sometimes they don't get the job done. That's where the Super Missile really shines: the same ease of access, but with exponentially more destructive power. Unlike standard missiles, Super Missiles should be saved and used wisely. They can simplify the game's later Metroid encounters by a significant degree if you make each shot count.

MORPH BALL BOMBS

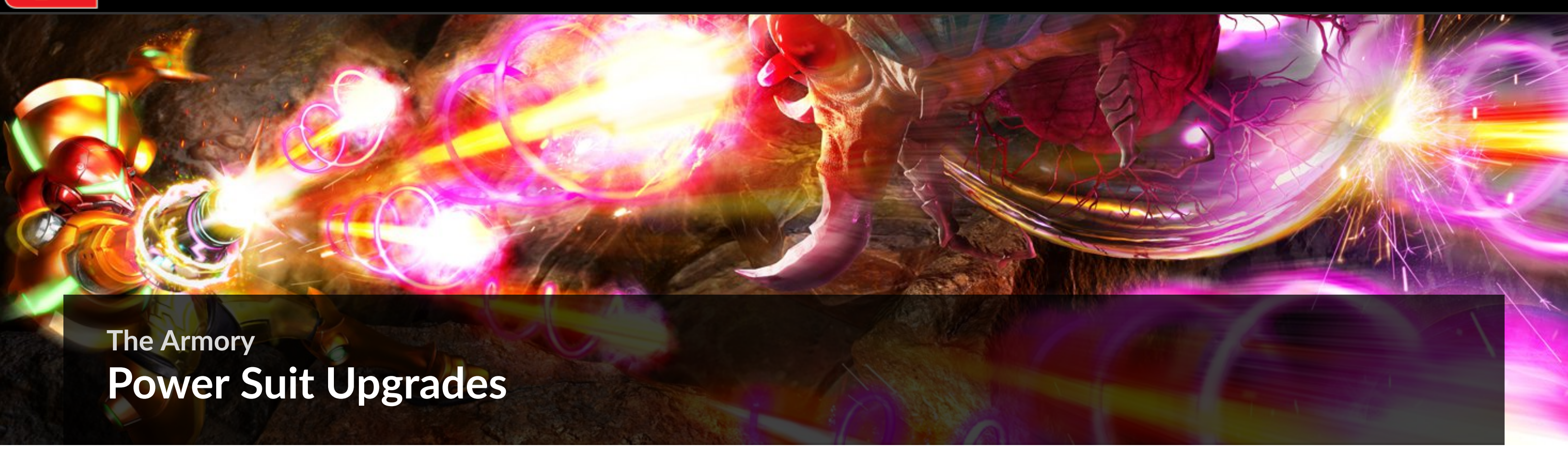


While not packing a whole lot of power, Morph Ball Bombs allow Samus to gain access to small spaces that you never would have known existed without them. They also allow Samus to perform the stylish and entertaining Bomb jump. It's not the best weapon in Samus' arsenal, but it definitely has its uses.

POWER BOMBS



The ultimate destructive force in Samus' tool set, the Power Bombs destroy just about anything and anyone their path, except Metroids—though a Power Bomb has its uses in those scenarios as well. It also works fantastically for item-hunting. Place a Power Bomb in an area, and the ensuing explosion uncovers the identities of all nearby destructible Blocks—assuming it doesn't destroy them outright.

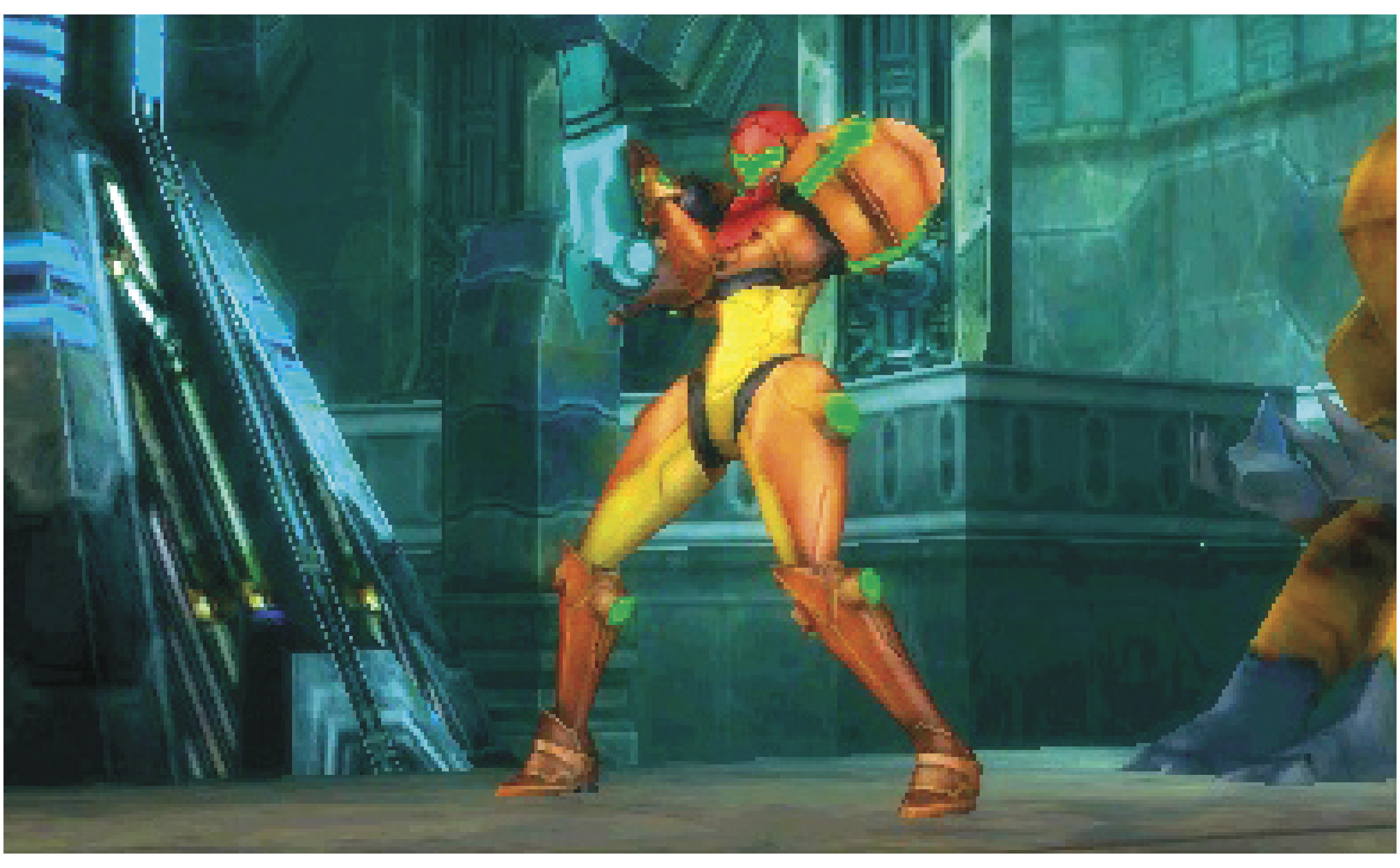


The Armory

Power Suit Upgrades

Gifted to Samus from the Chozo, the Power Suit is the reason our favorite bounty hunter is able to gain so many abilities during her missions. Here are all the upgrades you find for the Power Suit while exploring SR388.

VARIA SUIT



Most who've played a Metroid title will immediately recognize the Varia Suit. With bold orange and red hues, the prominent, dome-shaped pauldrons, and the ability to resist extreme heat, this suit upgrade is a staple in Samus' arsenal.

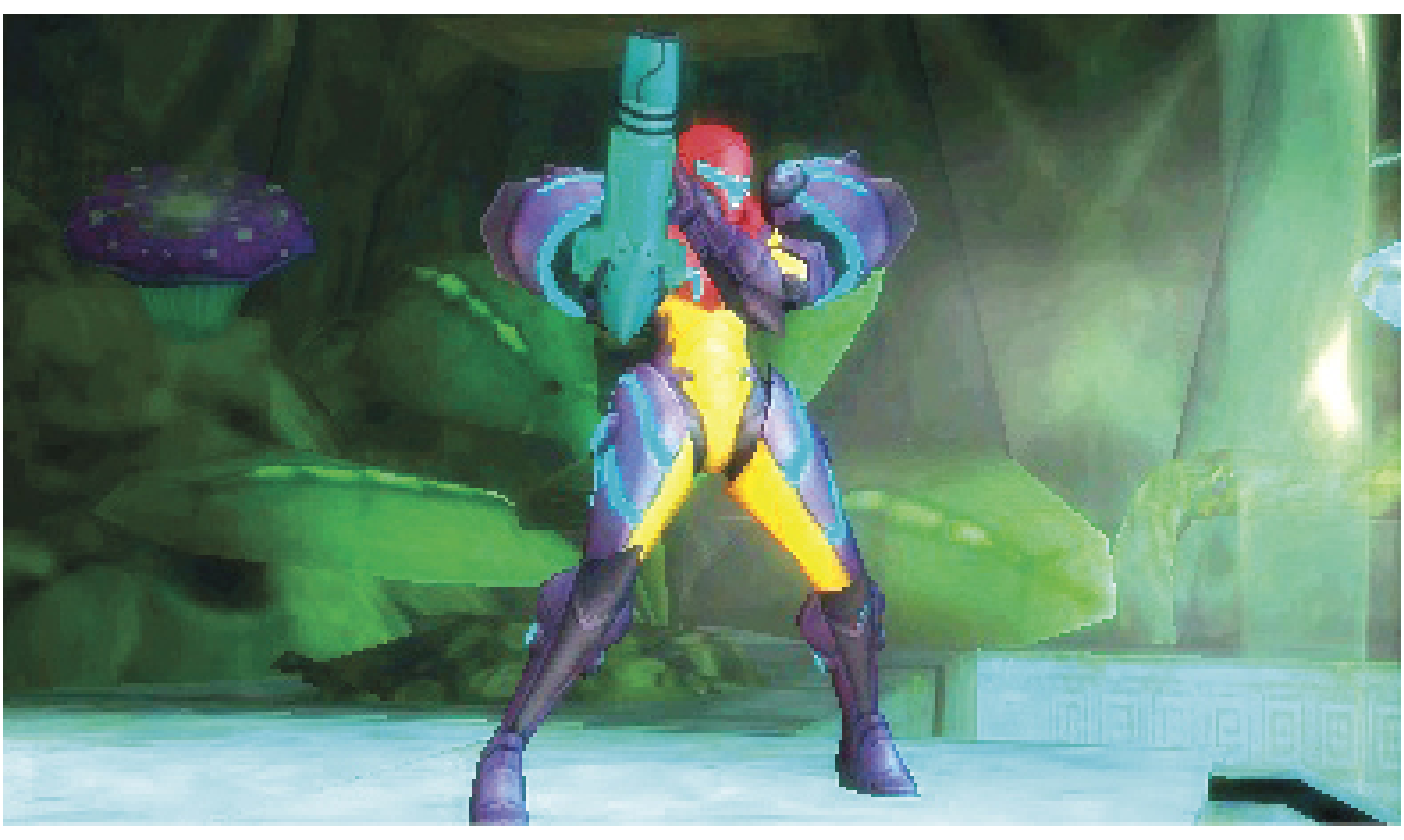
HIGH JUMP BOOTS

Any upgrade that gets Samus jumping higher and farther is a big plus, and the High Jump Boots don't disappoint. Living up to their namesake, the High Jump Boots significantly increase Samus' jump height to allow her to reach previously inaccessible platforms and locations. You also find dodging boss attacks a good deal easier with this upgrade.

SPACE JUMP

Did you think Samus reached peak jumping ability with the High Jump Boots? If so, you're in for a pleasant shock. With the Space Jump, there's nothing Samus can't jump to—provided she's not underwater and there aren't any pesky Blocks obstructing her path. Get Samus into one of her spinning jumps and keep pressing the Jump button until she reaches heights only previously dreamed of. Timing is everything with this upgrade; you have to find the proper rhythm to keep Samus climbing, but once you get the hang of it, the name "Space Jump" quickly becomes less a catchy name and more a promise of things to come.

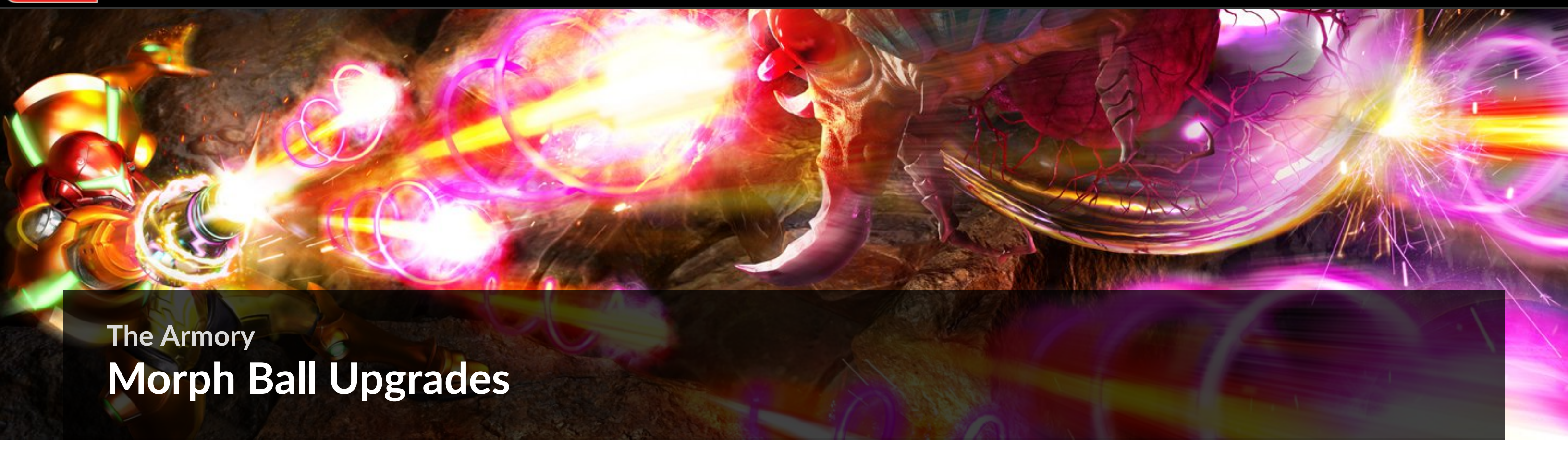
GRAVITY SUIT



Finishing what the Varia Suit started, the Gravity Suit allows Samus to traverse through lava without fear of taking damage. That's only one of the Gravity Suit's useful features, however. This upgrade also allows Samus to move through any liquid like she's walking on dry land. When you have the Gravity Suit, you know you've nearly arrived at the bounty hunter's maximum item-finding potential.

SCREW ATTACK

The Screw Attack has long marked Samus' adventures as the upgrade necessary to reach maximum item discovery. The Screw Attack doesn't add much in the way of functionality, but what it does add is still incredibly useful. Not only can Samus barrel through enemies during her Space Jumps, she can also cut through a myriad of Block types like butter. To top it off, you can jump worry-free, as Samus is nearly invulnerable to normal enemies so long as she continues to Screw Attack. This upgrade truly is a cut above the rest.

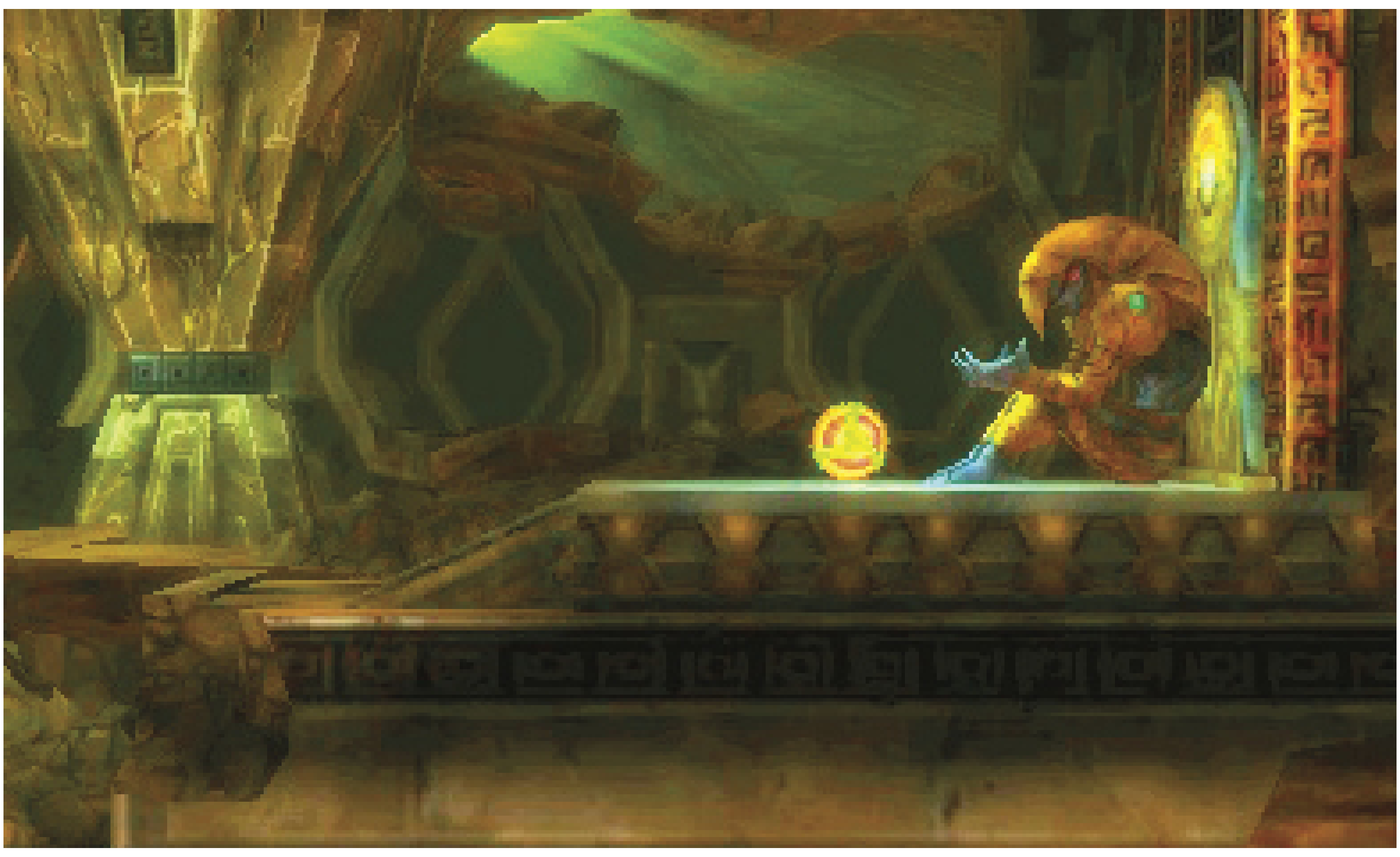


The Armory

Morph Ball Upgrades

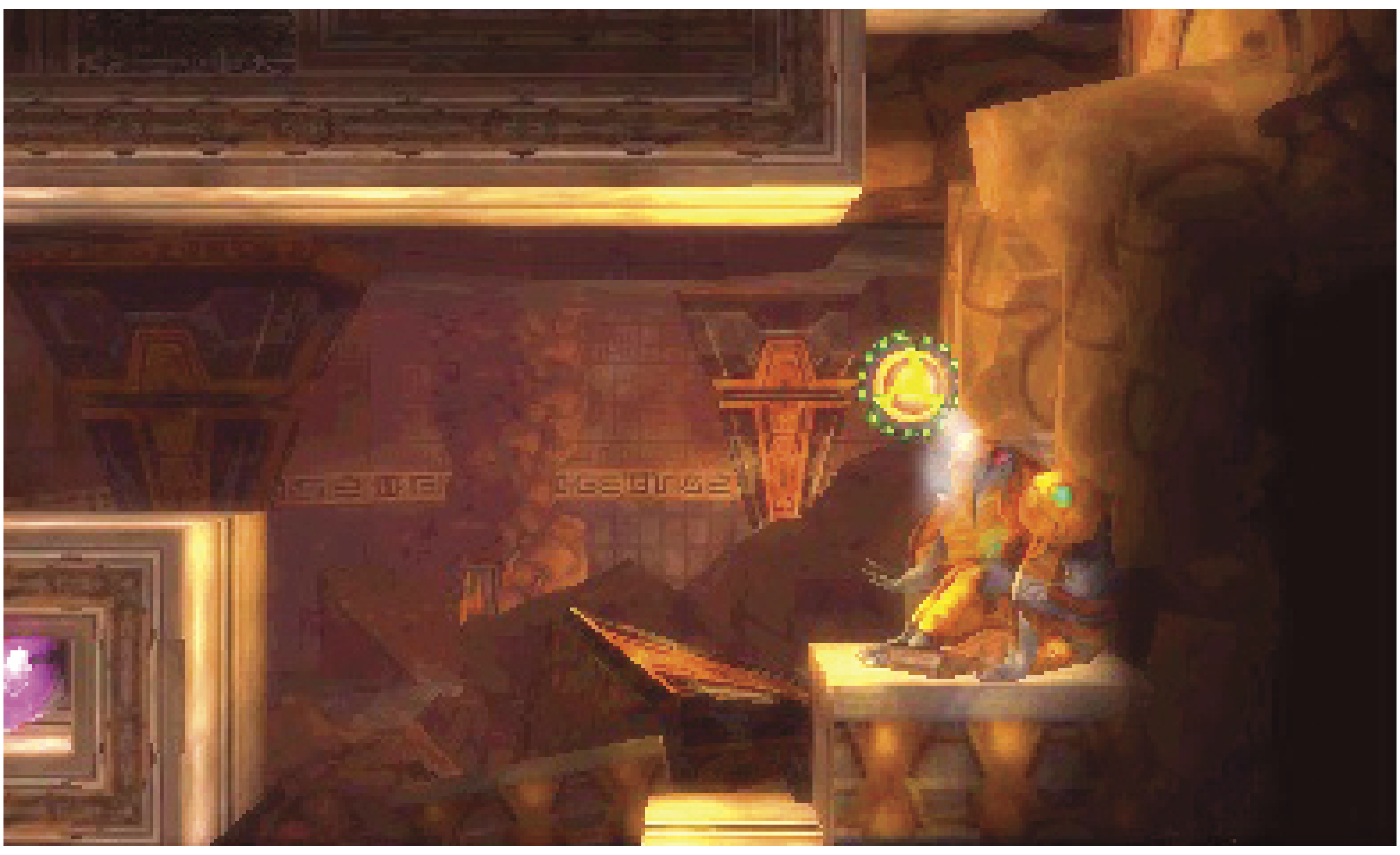
Samus is far from the “all brawn, no brains” type of warrior. She’s not afraid of looking silly to get the job done, even if that means rolling into a sphere no bigger than a soccer ball. It’s a good thing, because the Morph Ball is easily one of the most useful tools in Samus’ tool belt, and it receives its own upgrades that increase its usefulness even further. Read on for a description of each upgrade you can find for the Morph Ball.

MORPH BALL



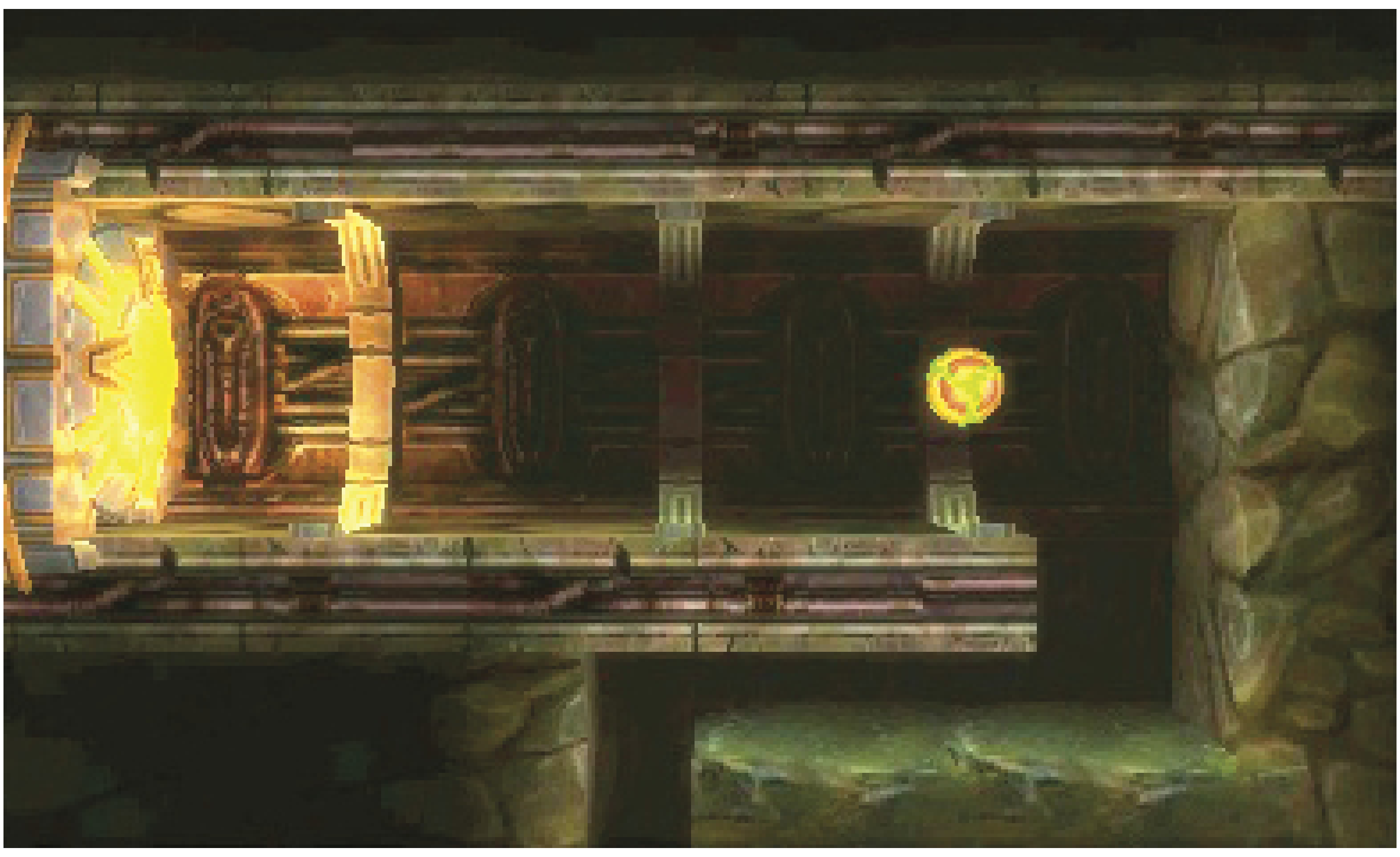
Nearly always Samus’ first Power Suit upgrade, the Morph Ball allows her to roll into a compact sphere shape, which grants her access to holes and narrow passages. The Morph Ball is undoubtedly one of the most useful upgrades in the game. While new upgrades replace old ones, the Morph Ball is handy from the moment you get it until the end of the game.

SPIDER BALL

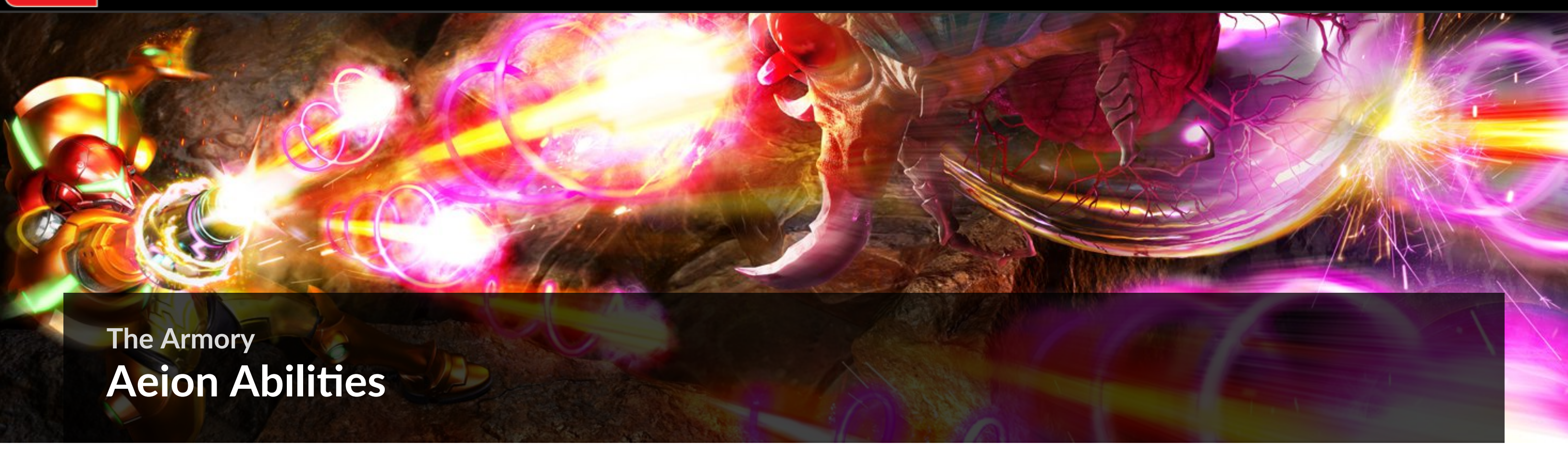


It becomes clear early on that one of the Morph Ball’s biggest weaknesses is its lack of verticality. This upgrade fixes that. While using the Spider Ball, Samus can roll up walls and across ceilings effortlessly—albeit, a little on the slow side. With this upgrade in hand, there are really only two things that can keep her from going anywhere she wants: slick yellow goo-covered walls and natural spike formations that bungle of her path. Beyond those, the sky is very nearly the limit.

SPRING BALL



The Spring Ball serves more as a quality-of-life upgrade than one that’s wholly necessary. It becomes obvious while using the Morph Ball that it’s not the most practical mode of transportation; you’ll likely swap in and out of ball form for the sake of expediency. The Spring Ball helps reduce that need by allowing you to jump over small hurdles and dodge enemies with more ease. It doesn’t help you solve many puzzles, but you’ll undoubtedly come to embrace its usefulness.

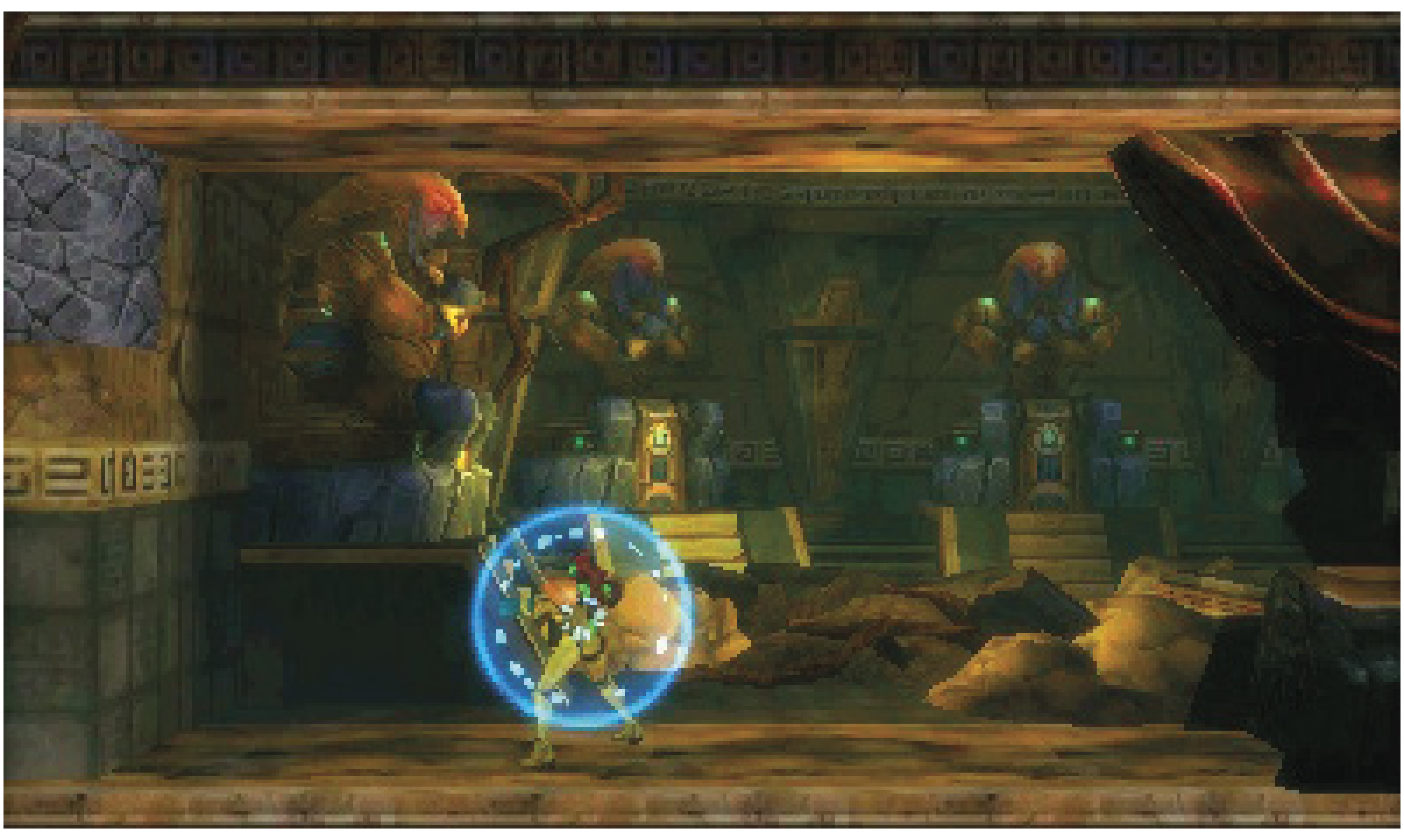


The Armory

Aeion Abilities

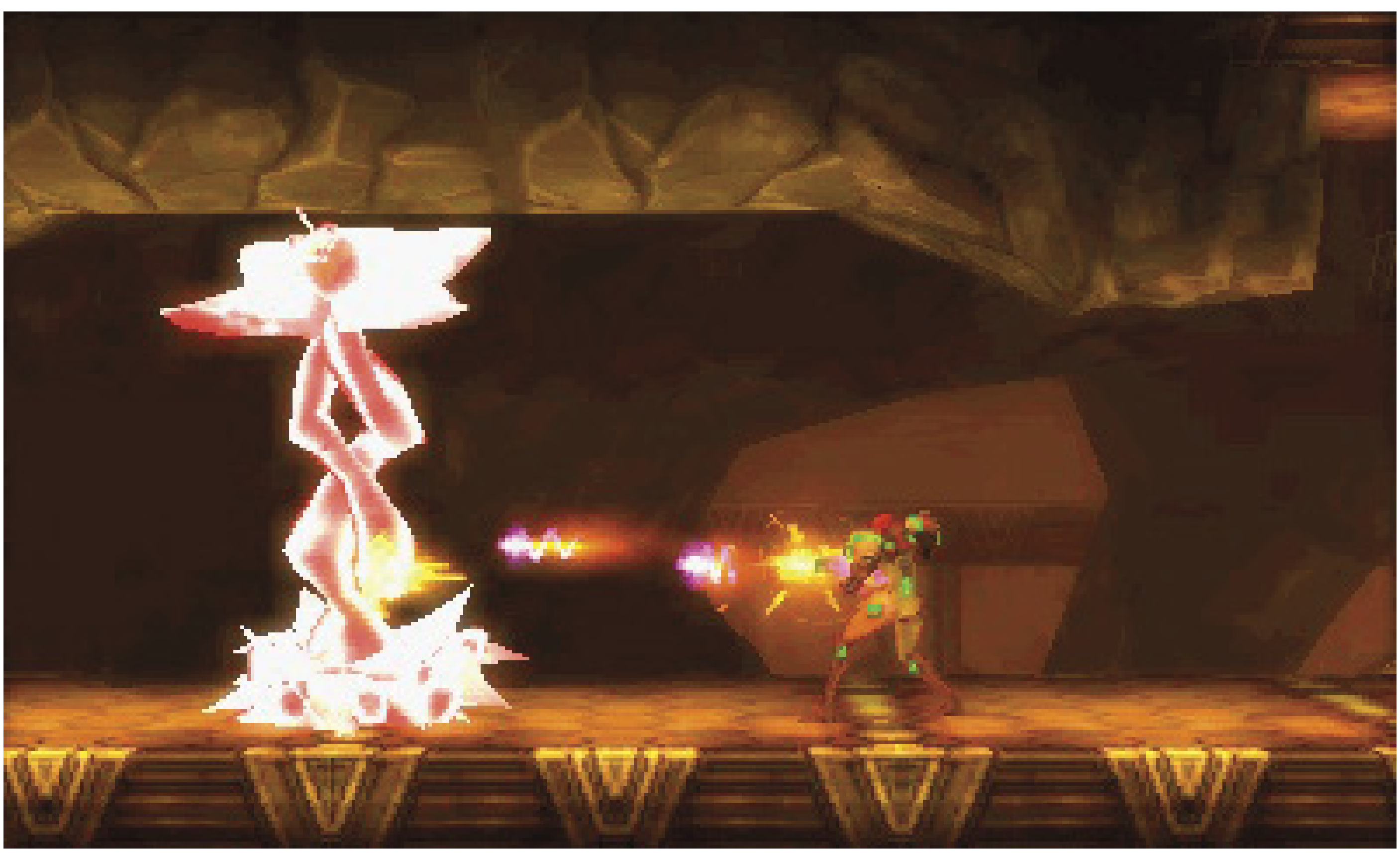
While all upgrades you find for the Power Suit during this mission come from the Chozo, four abilities are particularly special. These moves, called Aeion Abilities, grant Samus power beyond average Power Suit upgrades. This near-magical technology proves invaluable during your exploration of SR388. Read on to learn more about each Aeion Ability found over the course of this mission.

SCAN PULSE



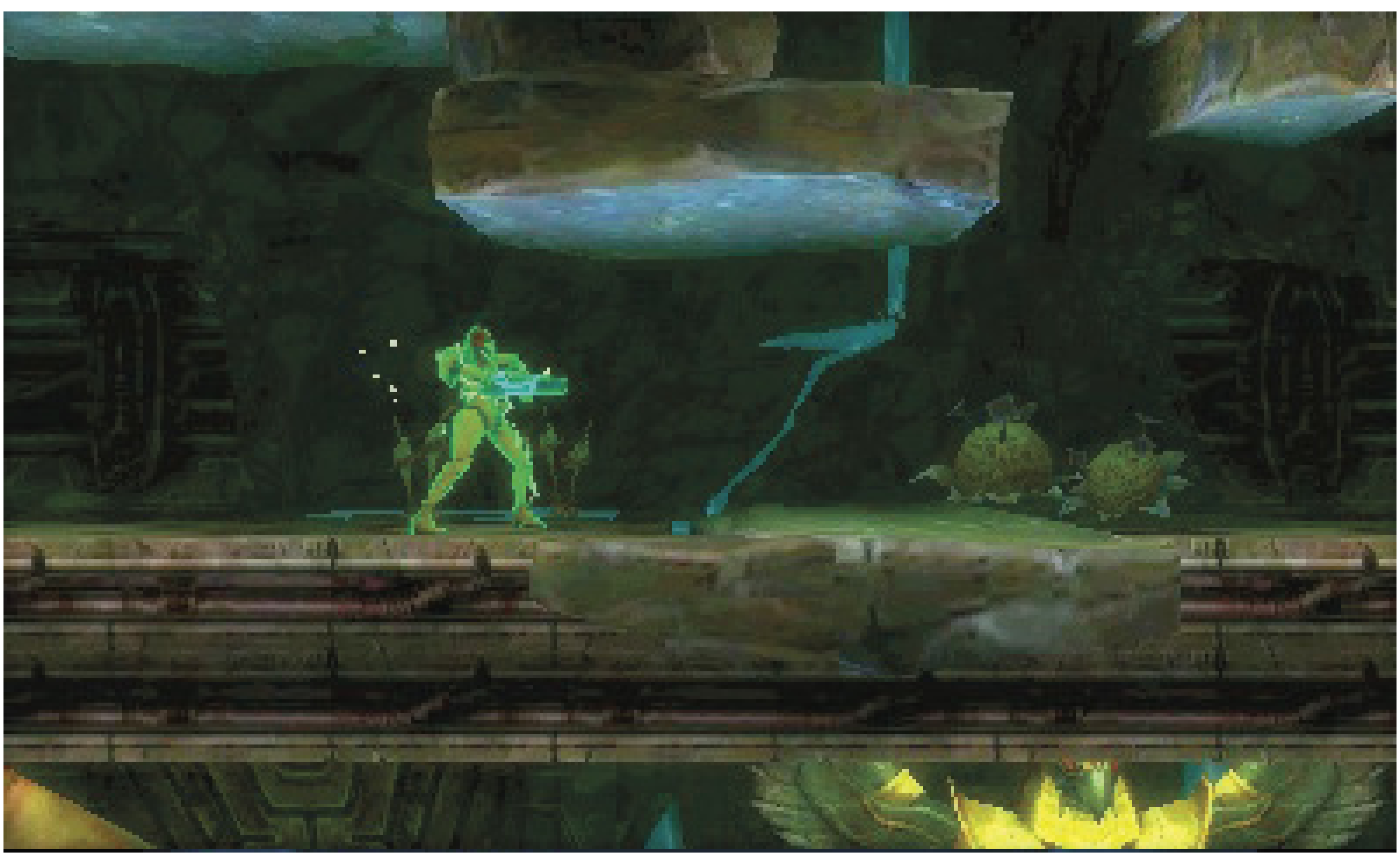
Activating Scan Pulse allows you to map out a large portion of the area on the bottom screen. It also reveals most of the nearby hidden destructible Blocks for a short time. Add to that the fact that it barely uses any Aeion Energy, and you've got one of the most useful abilities in the game.

BEAM BURST



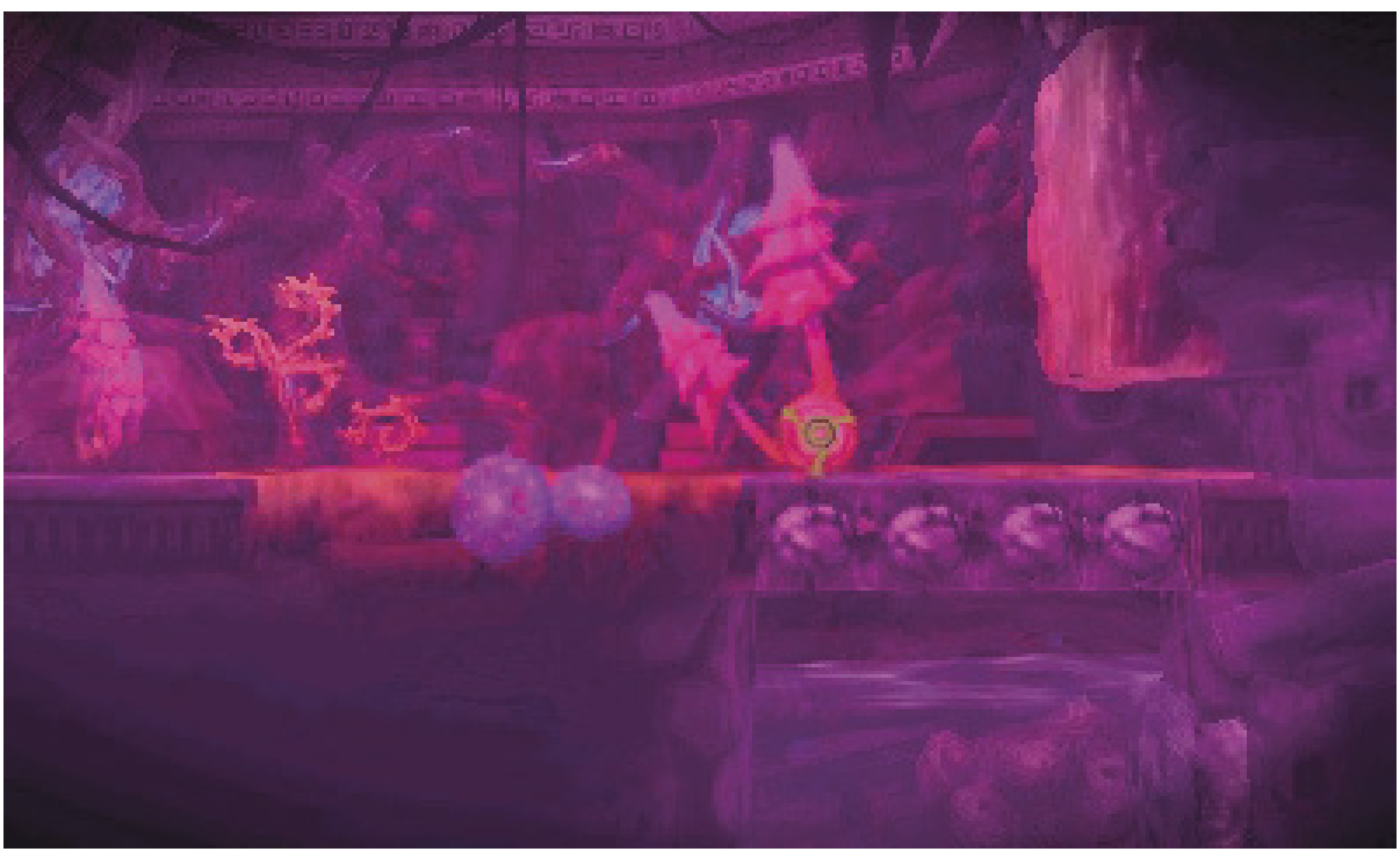
One of the most powerful tools in the game, the Beam Burst turns your beam attacks fully automatic and adds an extra punch of power to boot. There are plenty of obstacles and enemies the Beam Burst cuts through like butter. Don't use it indiscriminately, though. The greatest challenge here is avoiding a total drain on your Aeion Energy; the Beam Burst can burn through your Aeion Energy bar in seconds. Use it conservatively, and it'll be your best friend.

LIGHTNING ARMOR



The Lightning Armor is an energy shield that protects Samus against most hazard damage. A few threats can burn through the shield or ignore it altogether, but in most circumstances, if you're in a tight spot and low on health, switching on the Lightning Armor gives you a fighting chance to reach safety.

PHASE DRIFT

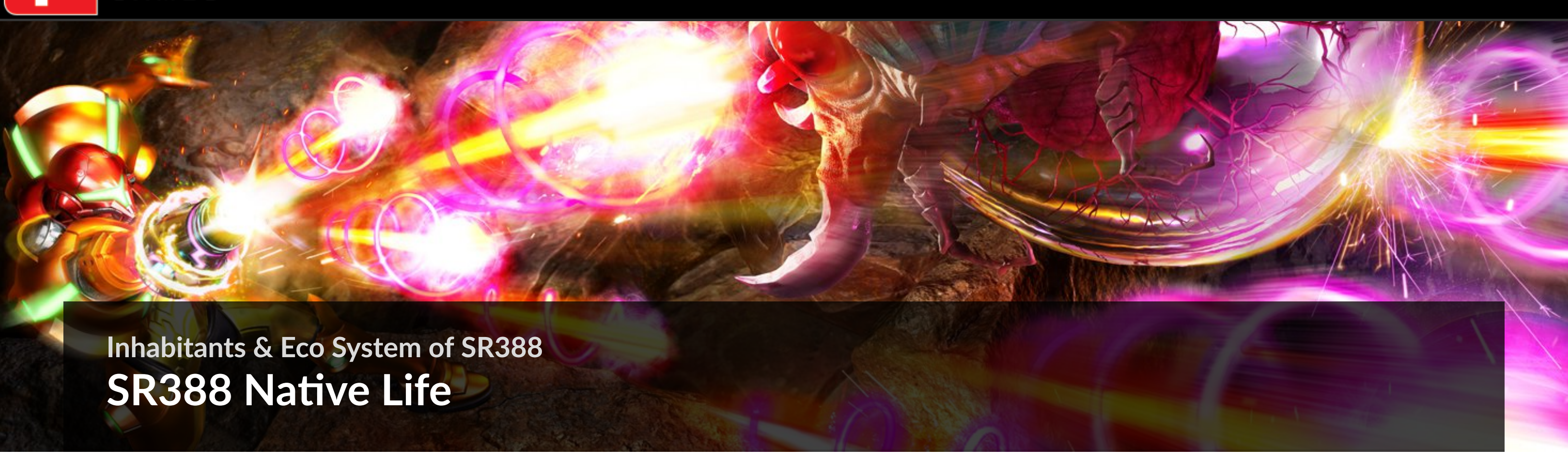


Some Aeion Abilities help with exploration, others with combat. The Phase Drift, then, is particularly unusual and special: it slows time. This is most advantageous when you're dealing with a slew of enemies, or with a puzzle that requires timing and speed. If you find yourself falling in battle due to intense circumstances, flip on the Phase Drift and give it another try. It may very well turn the tides of battle in your favor.

Inhabitants & Eco System of SR388

Introduction

On the planet SR388, you encounter all sorts of obstacles, including native wildlife, ancient security systems, and machinery gone haywire. This section of our guide chronicles all of them, so you can go into your adventure fully prepared. Note that this chapter reveals every creature you can expect to see, including bosses, so read on at your own discretion.



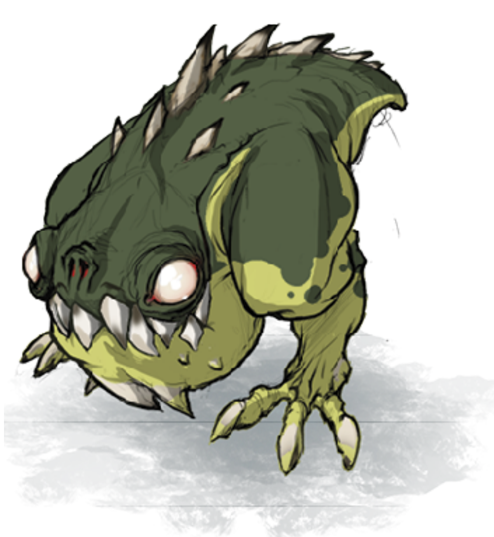
Inhabitants & Eco System of SR388

SR388 Native Life

Several varieties of creatures and machines inhabit SR388. This section focuses on the organic, intelligent life-forms (expect for Metroids, which we cover later).

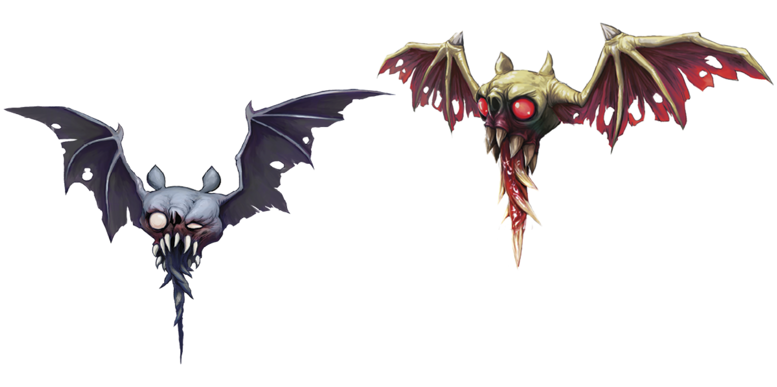
HORNOAD

One of the first creatures you encounter on SR388, Hornoads are simple beasts that look much more ferocious than they are. They hop at you and spit acid (depending on the color of Hornoad), but ultimately you can breathe a sigh of relief when one of these scaly creatures rears its head.



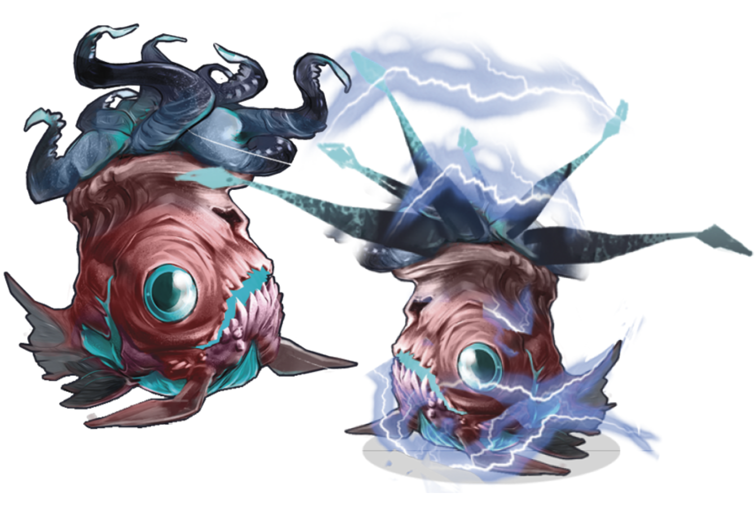
GULLUG

Gullugs start as a nuisance and become a full-blown pandemic the farther into SR388 you go. These spike bats force you to Melee Counter far more than any other enemy, which adds a level of chaos to any multiple-monster encounter. They typically stay well out of melee range and attack by pointing their spiked tips in your direction and launching themselves like bullets. A Melee Counter and a shot from your Power Beam are usually all it takes to defeat them, but fighting them with the counter promises to be a headache. Tread lightly when a Gullug is around.



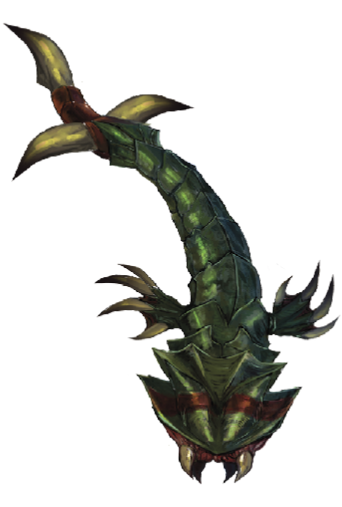
MOHEEK

Moheeks of the standard purple variety are largely harmless. They skitter about a surface or platform and only try to harm you if you get too close, at which point they perform a short, mild-paced charge attack, which is counterable. Only the pink Electric Moheek sub-species is really dangerous. While both types have electric abilities, the pink variety is almost always found crawling around a platform and can electrify the entire thing, should it feel threatened. A standard Moheek can be avoided, but deal with an Electric Moheek before approaching its platform.



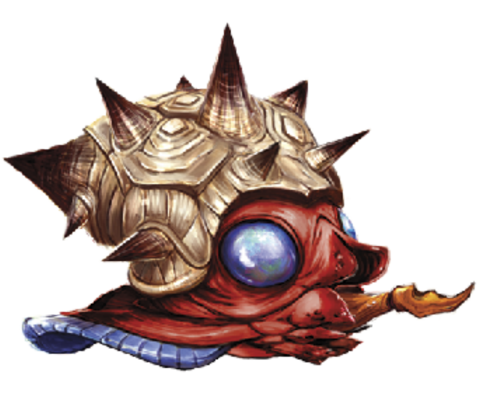
ROCK ICICLE

Rock Icicles are worm-like creatures with barbs on either side. They live in holes in the ceiling and regularly drop out onto the ground. They aren't hostile and only do you harm if you happen to be under a burrow when they drop out. These creatures are excellent for recuperating resources in a tight situation.



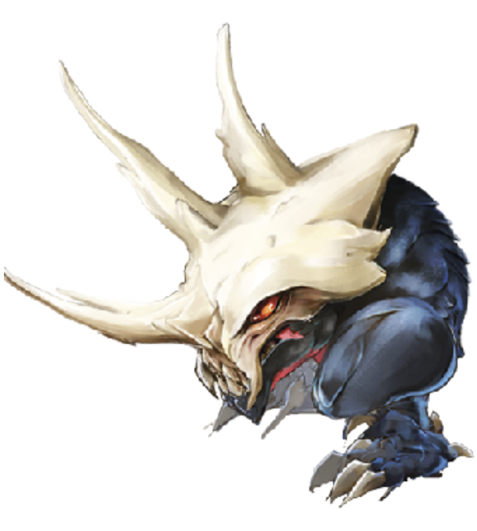
TSUMURI

Tsumuri are giant snail creatures that use their toxic slime as a defense mechanism. Most Tsumuri you encounter peacefully crawl around their area, only releasing toxic slime when approached. There are, however, the red Stronger Tsumuri that constantly leave behind slime trails, but even these aren't aggressive. They're often easily avoided or defeated. If you don't have a clear path around them, don't attempt to move forward without defeating them first.



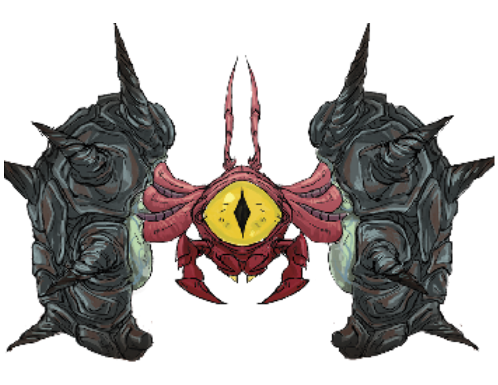
MOTO

Motos are some of the more aggressive creatures dwelling inside the planet's caverns. Their spiked helmets, which look to be made of bone, cover and protect their front half. They're incredibly territorial and charge at intruders, using their bone spikes as a weapon. To defeat them, get behind them and shoot their unprotected parts. However, a well-timed Melee Counter is often a much more effective means of dispatching them.



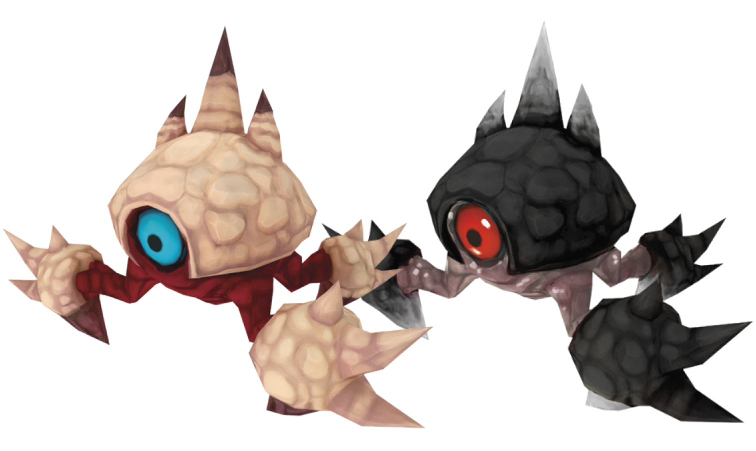
HALZYN

Halzyns, like Motos, are aggressive. They fly back and forth within a limited area, surrounded by two halves of a protective shell. When a threat approaches, a Halzyn closes into its shell and smashes up or down, depending on the location of the threat. Damaging them can be tough, since you need to be right under them to shoot their unprotected bodies. You can outrun and outmaneuver them fairly easily, so feel free to avoid them altogether.



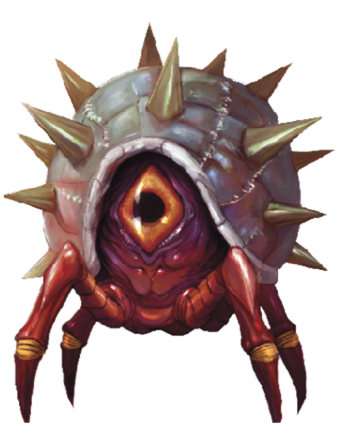
GRAVITT

Gravitts look an awful lot like moving rocks; the way they bury themselves until only their tips are visible enhances the effect. Their rocky appearance isn't just for show; they have strong outer shells but move slowly when compared to most other creatures in the planet's underground. Defeating them requires explosive weaponry.



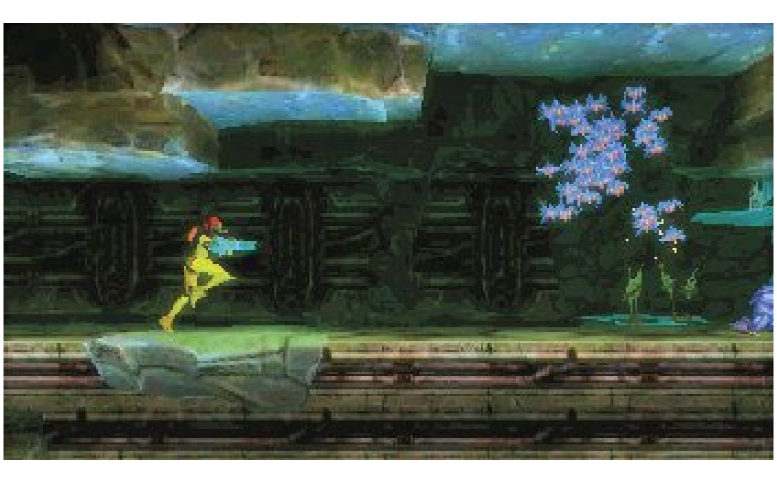
RAMULKEN

Some of the most aggressive creatures on SR388, Ramulken look a bit like hermit crabs, but they don't act like them. They skitter about an area until approached by a threat, at which point they duck into their shells and begin spinning furiously at their target. The meaner sub-species is even worse. Your best bet is to buckle down and aim for that Melee Counter, or run and escape the fight entirely. All other options lead to a long, dangerous fight, especially if multiple enemies are involved.



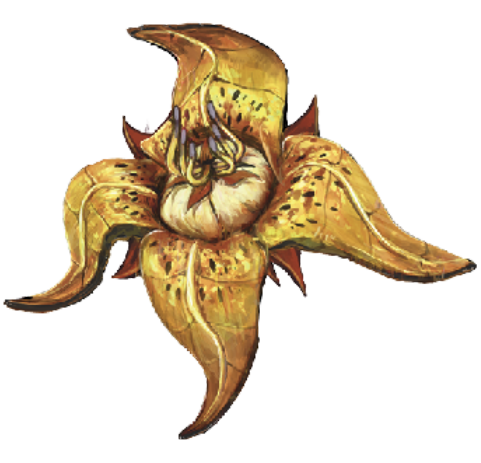
PARABY

Parabies are small bat creatures that always flock together in large swarms. Their small size makes them a nuisance, but defeating them can net you a lot of resources. Turn on your Lightning Armor and melee-attack them to make short work of the pesky creatures.



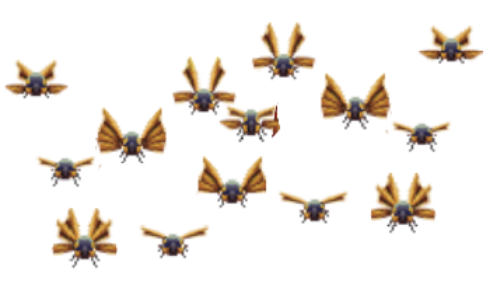
BLOB THROWER

These massive flowers are impossible to defeat without the Beam Burst. Their size allows them to easily prevent you from progressing, and they have the ability to release Blob Swarms to attack on their behalf. They themselves don't attack, but the Blob Swarms, if not dealt with quickly, can cause plenty of problems.



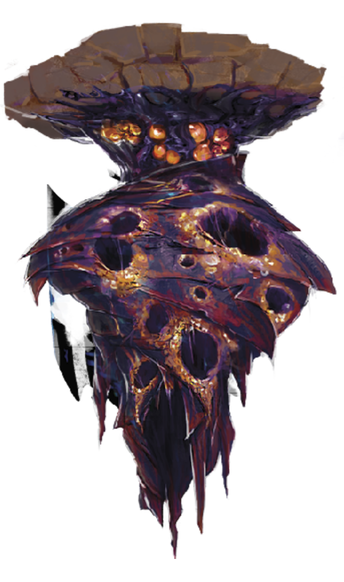
BLOB SWARM

A swarm-type enemy similar to Parabies, Blob Swarms are flying insects seen coming out of Blob Throwers. If you deal with them and their Blob Throwers quickly, you won't have much of an issue, but leave these things unchecked and you relearn the meaning of "pest."



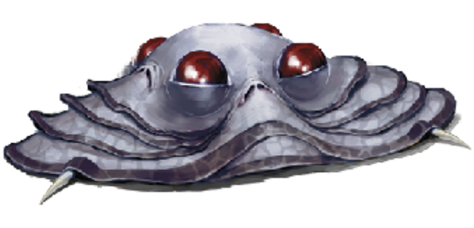
FLEECH SWARM

These hives of purple mist-like insects promise to inject much stress into your life. Seeing one is an indication that the next few moments are going to be a mad dash to the nearest water supply. Should you walk near a Fleech Swarm hive, the mist swarms you and persistently deals damage until you take a dip and wash it off. The Lightning Armor is a huge help in mitigating the damage, but without it, expect heaping helpings of pain.



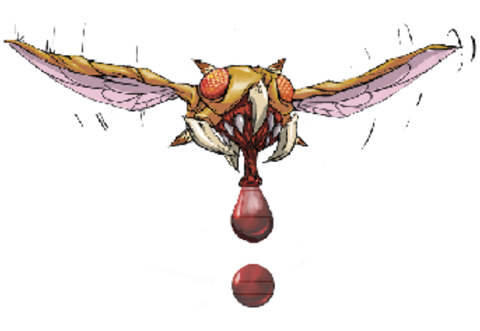
CHUTE LEECH

More cute than deadly, Chute Leeches stick to a surface, then pop up and drift back down with the help of their flat, flappy bodies. If you're not paying attention, you'll undoubtedly get hit by one. However, these enemies are more effective as platforms—when shot with a charged Ice Beam shot—than as adversaries.



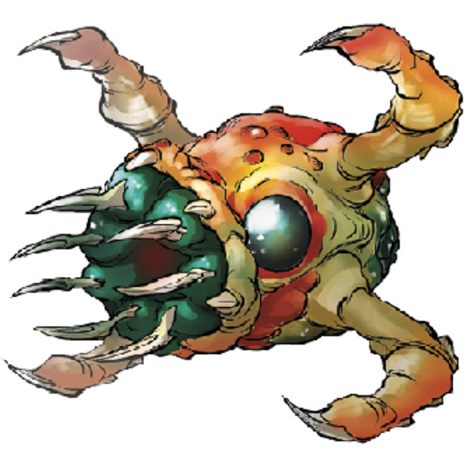
DRIVEL

Drivels aren't terrifying by any means, but they are resilient and can add an extra layer of stress to any multi-creature encounter. These winged beasts fly horizontally around a room, dropping acid on top of you, should you walk under them. They're easy enough to avoid, but if any other creatures keep you occupied for more than a second, expect a nearby Drivel to take advantage.



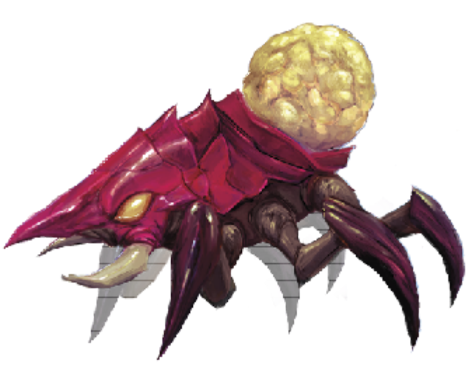
GAWRON

Gawrons don't attack so much as destroy themselves in the process of stopping a threat. They live in holes and pop out whenever a predator is nearby (you, in this case). Once the predator is spotted, they shoot themselves at it in order to stop it, obliterating themselves as a result. While this may not be the most practical means of combat, it can chip away your health quite effectively, should you be unlucky enough to approach one of their mounds.



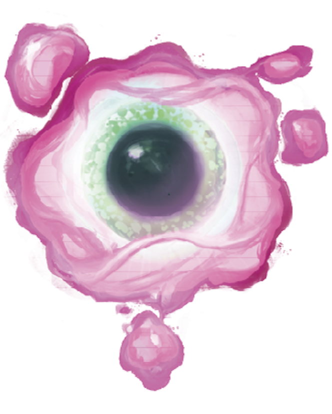
GLOWFLY

These volatile insects are all too willing to self-destruct in the service of what we assume must be their queen. They make their way from one hole to another with unbreakable focus and singular purpose. Should anything get in their path, their defense mechanism is to explode, dealing heavy damage in the process. Give these creatures a wide berth. If you end up on a collision course with one, shoot them well before they get to you, or suffer the consequences.



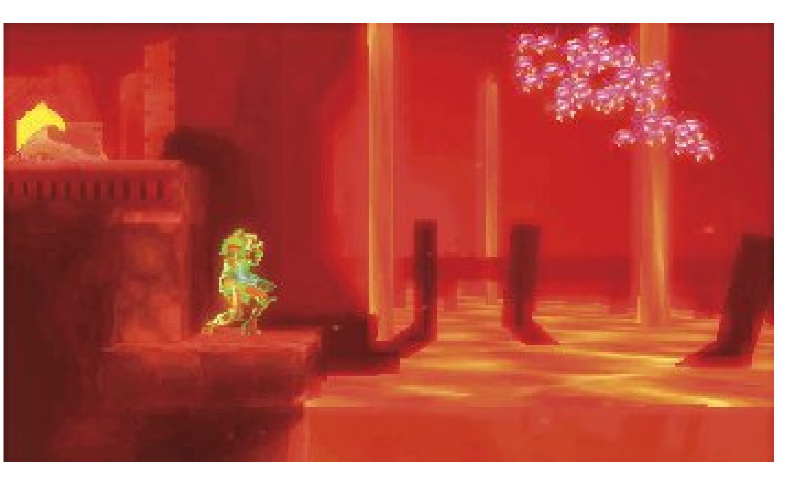
MEBOID

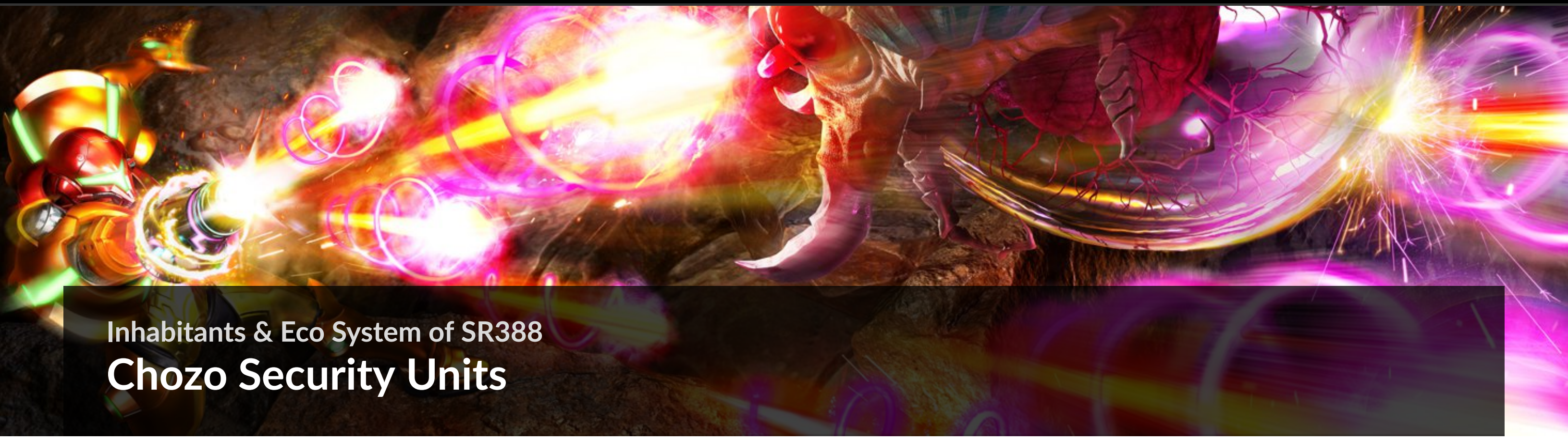
Like other swarm-type enemies, Meboids don't actively attack you; they simply swim around watery areas in a fixed route. If you walk into their path, you'll take damage. Instead, hit them hard with your Lightning Armor melee attack to cut straight through the lot of them. This is an excellent way to replenish your supplies.



MUMBO

You don't encounter Mumbo swarms often, but in those rare instances, expect to find them in lava-filled rooms. They don't offer much in the way of threats and can be easily disposed of, but that doesn't mean you should ignore them. They often fly in a path that crosses right into yours.





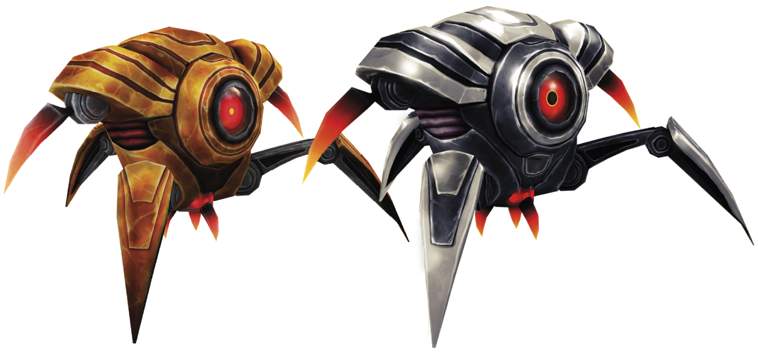
Inhabitants & Eco System of SR388

Chozo Security Units

The Chozo may no longer inhabit this planet, but signs of their time here can be found all over its interior. Busted doors slow your path and item tanks increase your Power Suit arsenal, but the security units make the biggest impression. Expect plenty of resistance the deeper into the planet you travel.

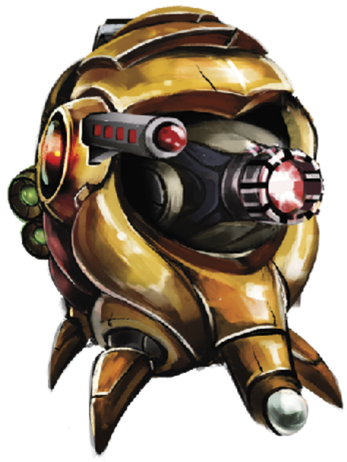
AUTOAD

These spider-like machines have the ability to emit an Aeion disruptor field. This raises the question: if these things were created to disrupt Aeion Abilities, were they made to combat intruders, or other Chozo?



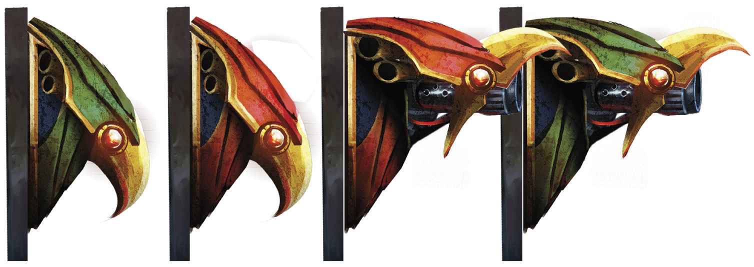
GUNZOO

Gunzoos function more as obstacles than as threats. Their movement is confined to a single laser rail while they persistently fire a laser in their target’s general direction. A Gunzoo can change the trajectory of its laser in one of two directions, depending on the angle of its rail. Overall, they don’t present a great threat and can be easily avoided if you keep moving when you see one.



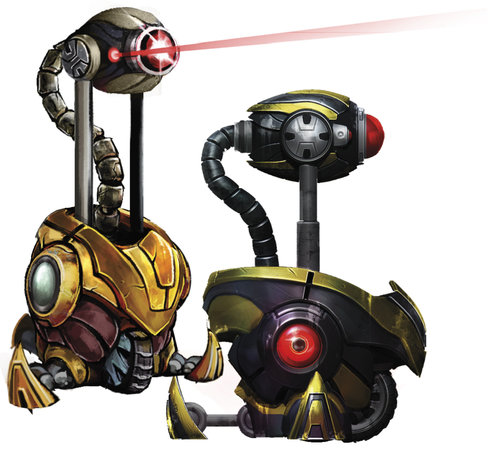
WALLFIRE

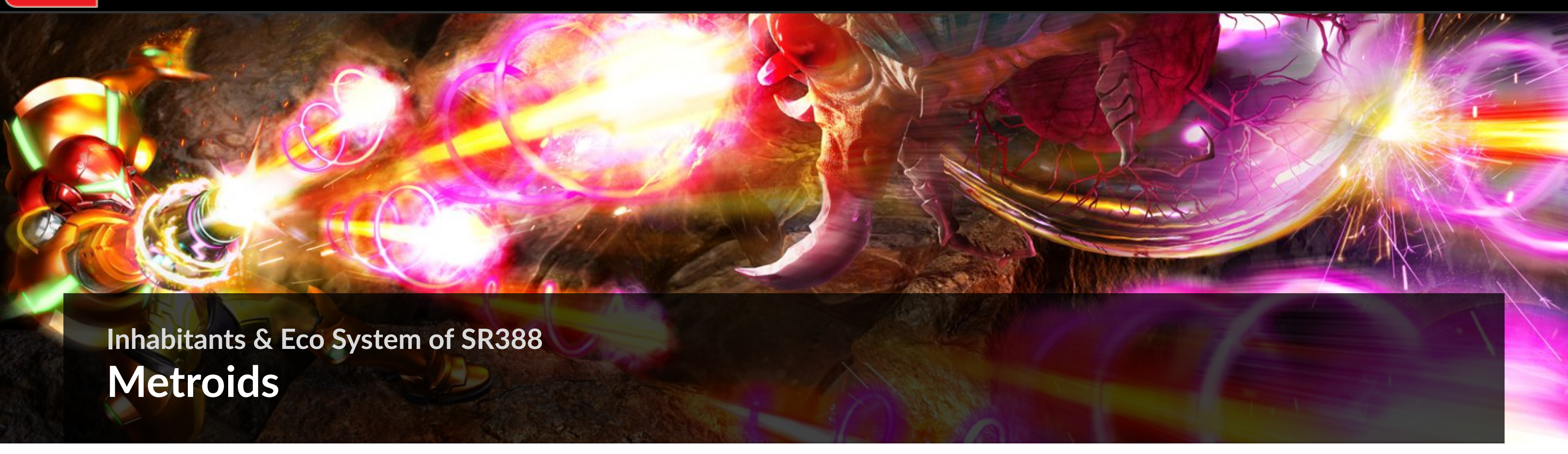
Part of the Chozo security system, Wallfires are fire-spitting machines shaped in the form of Chozo heads. They’re stationary, but they can take a beating. They spit fireballs or lines of flame in fixed locations and at fixed intervals. They don’t have the ability to target hostiles, but they can certainly slow you down if left alone.



AUTRACK

The most dangerous of the Chozo security units, the Autrack starts off in a harmless-looking ball, only to pop out and track anything except life-forms native to SR388. If you see an Autrack laser pointing at you, run or hide. A single shot from one of these machines is devastating, and destroying them is no easy feat.





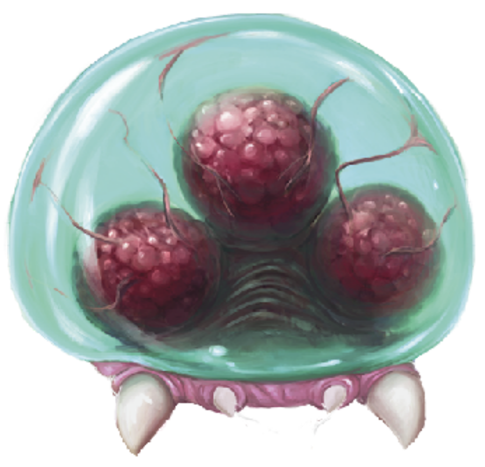
Inhabitants & Eco System of SR388

Metroids

Metroids in their larval forms are well-known by longtime fans, but Metroid: Samus Returns is one of the few times we get to see the full evolutionary cycle of these iconic and memorable space parasites. If you thought the common and standard Metroid larva was dangerous, read on to learn what each progressive stage in the Metroid's life cycle brings to the table.

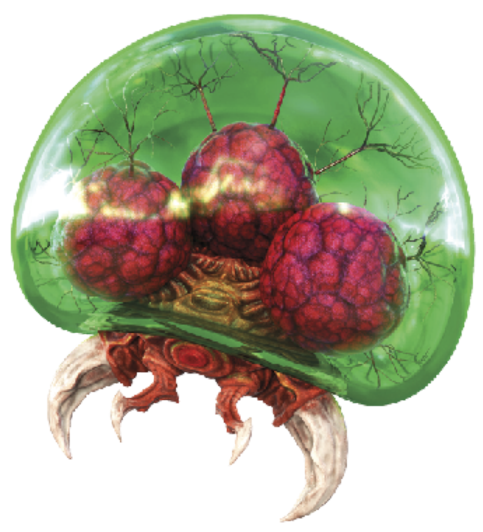
METROID HATCHLING

You only ever see one Metroid Hatchling, but for fans of the original Metroid II: Return of Samus, Super Metroid, and Metroid: Other M, this particular Metroid is all too memorable. One of the most important creatures in the series (at least in how much its presence affects Samus), the Metroid Hatchling starts off small and quite harmless—cute, even. But big things come in small packages, as those who've played through Super Metroid will recall.



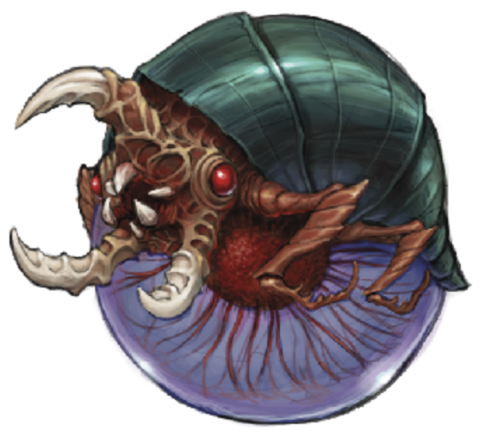
METROID LARVA

The quintessential Metroid by most players' reckoning, the Metroid larva is the standard green, bulbous creature adorned with three eye-like organs and is only too happy to sap the life energy out of anything it can wrap its mandibles around. Like all Metroids (save for the Queen), Metroid larvae hate the Ice Beam, but they're particularly weak against it, compared to their older brothers and sisters. Combine the frosty weapon with a missile or two, and Metroid larvae offer little more threat than a kitten.



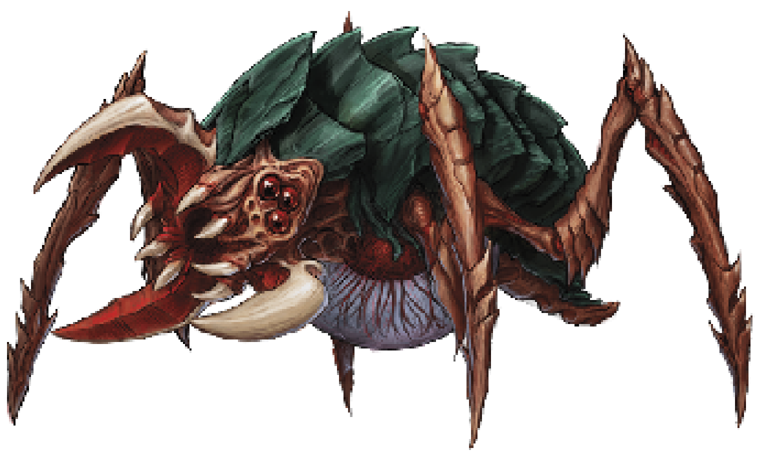
ALPHA METROID

While Alpha Metroids may be the first "true" evolutionary form of the Metroid family, they're not as frightening as most Metroids you run into. We label this stage the "awkward teenage years" of the Metroid maturity chain. They feature more attacks than your standard Metroid larva, but their growing carapace means they're much slower and less aggressive than their younger cousins. They do receive a boost in defensive ability, so the Ice Beam-and-missile trick is no longer viable. That doesn't mean they're immune to these weapons, not by a long shot. However, don't expect to dispatch an Alpha as quickly as you would a Metroid larva. With Alphas and all following Metroid evolutions, you've gotta work for your fights.



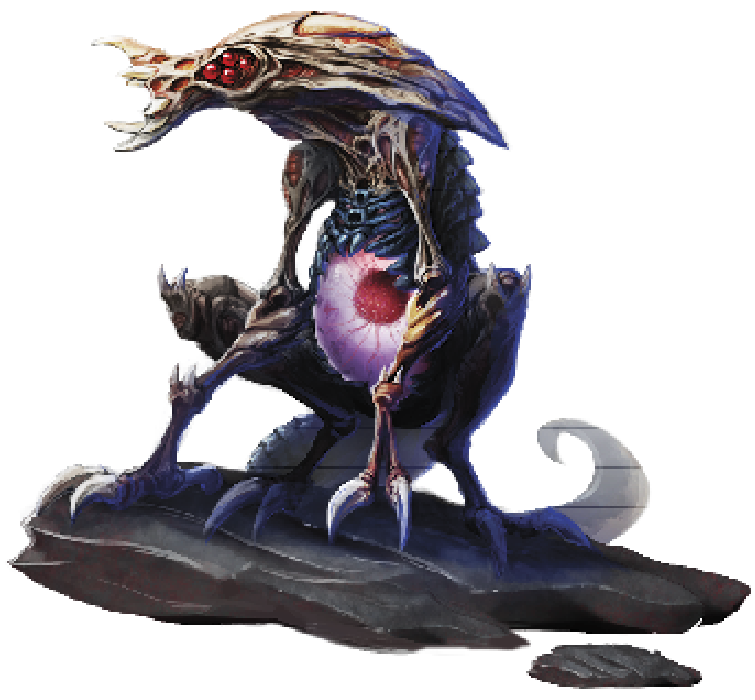
GAMMA METROID

This is where the fight truly begins. Gamma Metroids don't pick up any speed from the smaller, weaker Alpha phase, but they pack a massive punch. In fact, expect to be defeated again and again and again, until the Gamma beats its attack patterns into your head. It has more moves than Metroid larvae and Alpha Metroids combined, and each of them feels like getting hit by a world-class boxer. Play it safe when you see one of these mean monsters, and focus on landing attacks on its core with the Ice Beam and missiles. Once you learn its patterns, you stand a chance. Before that, it's a fight from the ropes.



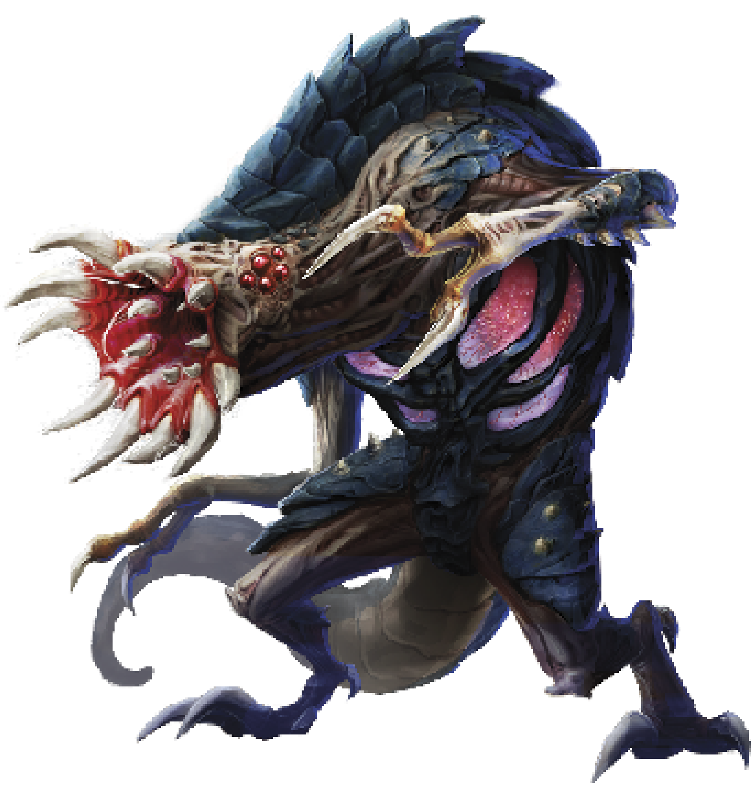
ZETA METROID

This is the fastest Metroid of the bunch, at least relative to its size. Zetas are lizard-like Metroids that spend a good portion of their time fighting from the walls and ceilings of their respective hiding rooms while they spit acid and fire at their prey. They're among the most cowardly of the Metroid family when it comes to fighting style—or maybe they're the craftiest, using their climbing and projectile-spitting abilities to their advantage. Either way, expect a fight with a Zeta to be on the short side compared to most other Metroid-type fights, but one that involves an awful lot of dodging and precision strikes.



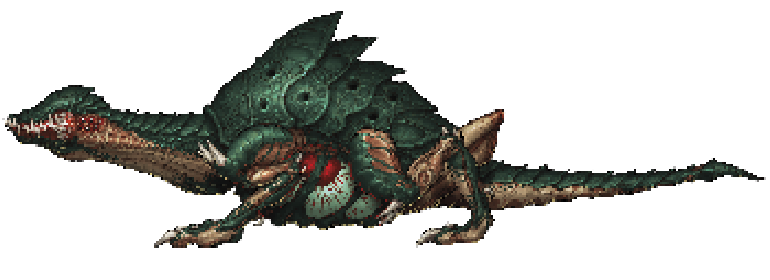
OMEGA METROID

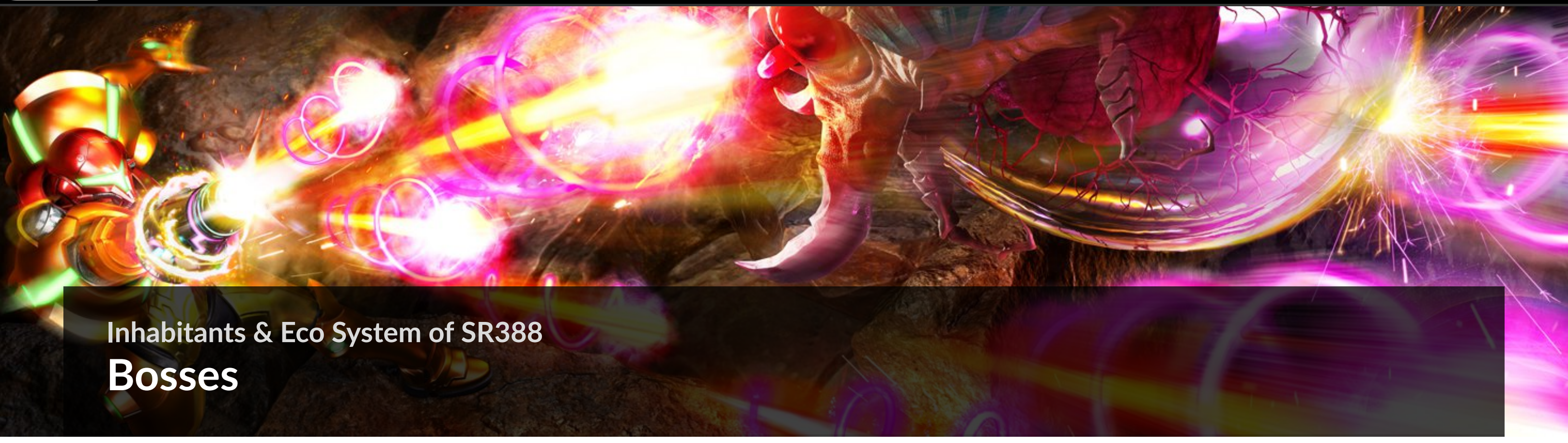
The Omega Metroid represents the most advanced stage a Metroid can attain without being a Queen. These Metroids are massive, powerful, and can leap incredibly high and fast. Evolution has also done away with the Metroid's trademark weak point: the core. While the core is still there, the Omega's chiton armor plating hides it deep in its chest. The only way to reach it is to force your way in with explosive attacks, but even then, you have a short amount of time to strike before the chiton self-repairs and covers the core once more. Omegas are tough and shouldn't be taken lightly. Expect to learn how to fight them in the school of hard knocks.



QUEEN METROID

The source of all Metroids is easily the deadliest of the bunch. The Queen is massive and hits harder than just about anything else in the game. Add the fact that it resides in a room barely big enough to fit it, and you're in for one of the toughest fights of the mission.





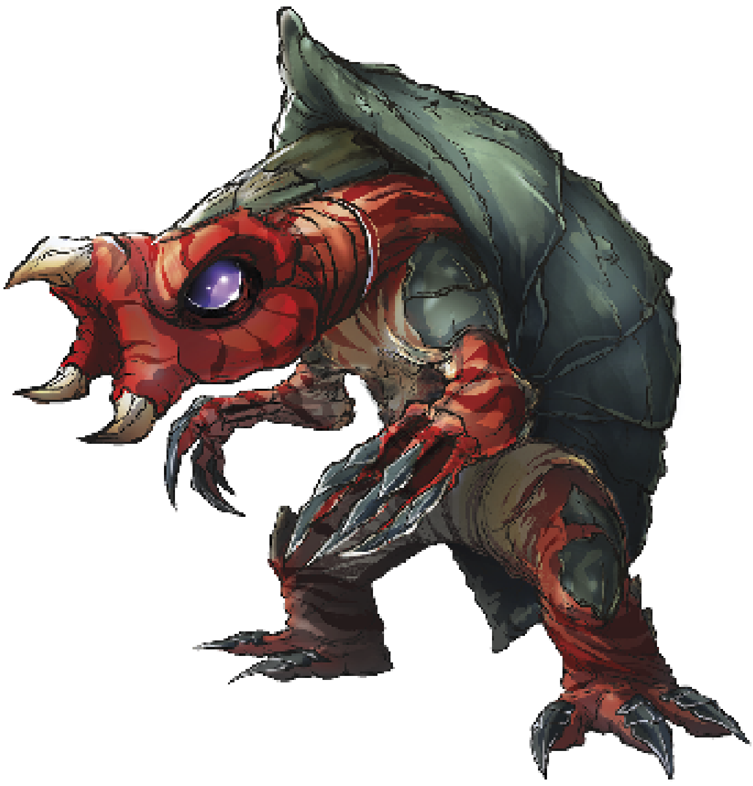
Inhabitants & Eco System of SR388

Bosses

Aside from the Metroids, there are three creatures that make an appearance during Samus' journey and test her abilities to their fullest. Read on to learn more about them.

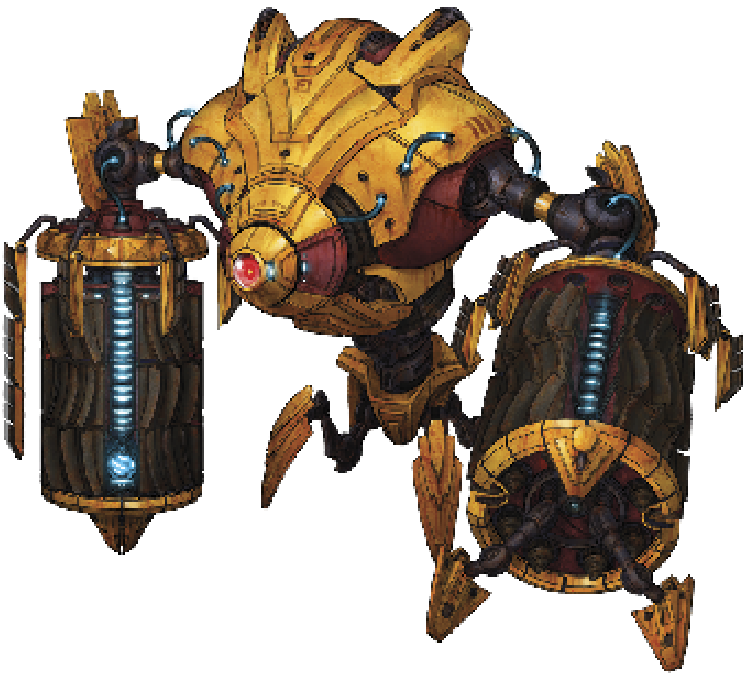
ARACHNUS

A native life-form that swallowed the Spring Ball Item Sphere and inadvertently absorbed its power, Arachnus is an armadillo-like beast that spins and spits projectiles to attack its enemies. The Spring Ball gives it the ability to jump in the air while curled into its shell. Defeating it shakes the Item Sphere loose, giving you the opportunity to take it for yourself.



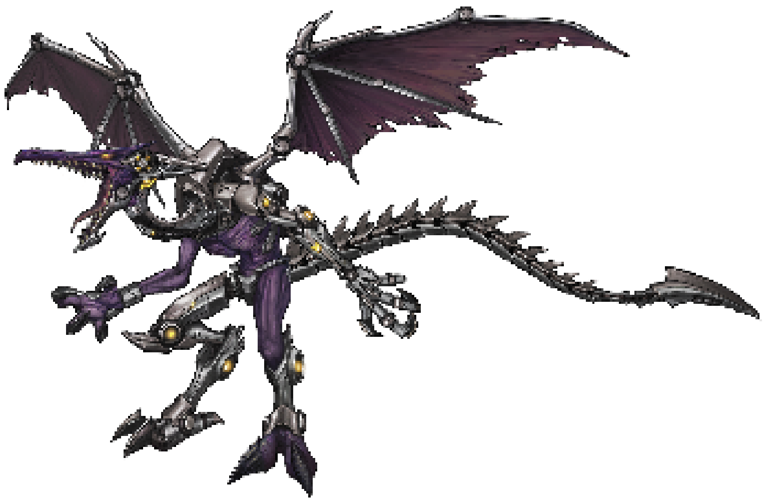
DIGGERNAUT

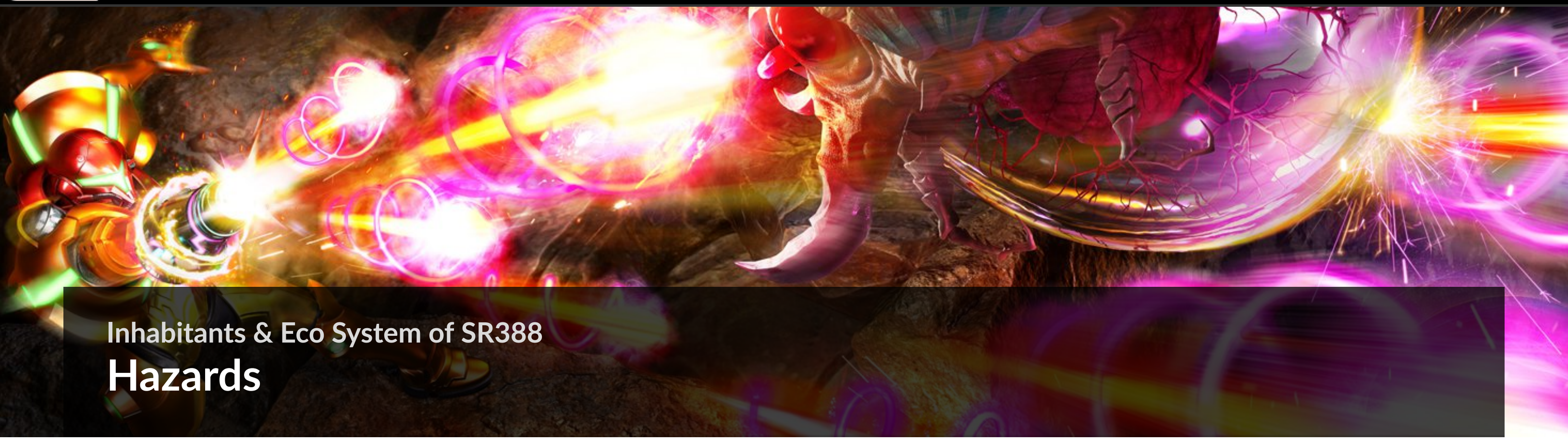
The Diggernaut is an ancient Chozo machine created to dig out the caverns of SR388, giving the Chozo more space to build their settlement. The Diggernaut has since malfunctioned, or was set with some sort of security protocol. Whatever the truth is, the Diggernaut serves as a thorn in your side during most of your mission.



PROTEUS RIDLEY

Samus' greatest nemesis makes a return in this game to put a stop to her Metroid eradication. It was Proteus Ridley, Mother Brain, and the Space Pirates that harnessed Metroids for evil during Samus' first mission, and they clearly found it to their liking. Proteus Ridley's not about to allow Samus to wipe out such a formidable source of power and an equally devastating weapon—not without a fight.





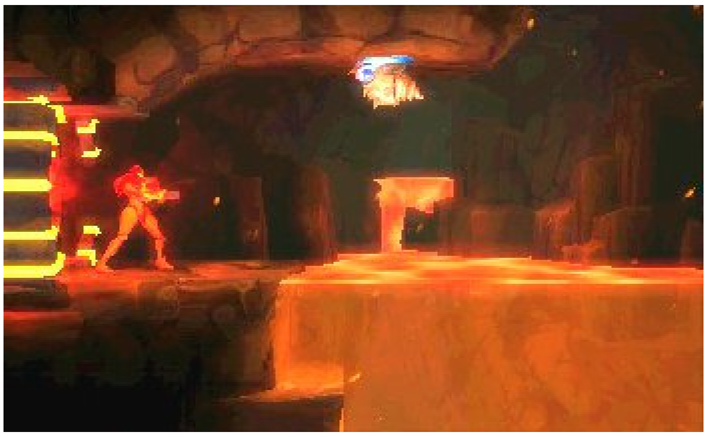
Inhabitants & Eco System of SR388

Hazards

If you thought the beasts of SR388 were this mission's only dangers, you're in for a nasty surprise. SR388 is home to a great many creatures, but it's survival of the fittest here, and guests will find the planet very unwelcoming. Read on to learn about some of the other dangers you can expect to find during your mission to exterminate the Metroids.

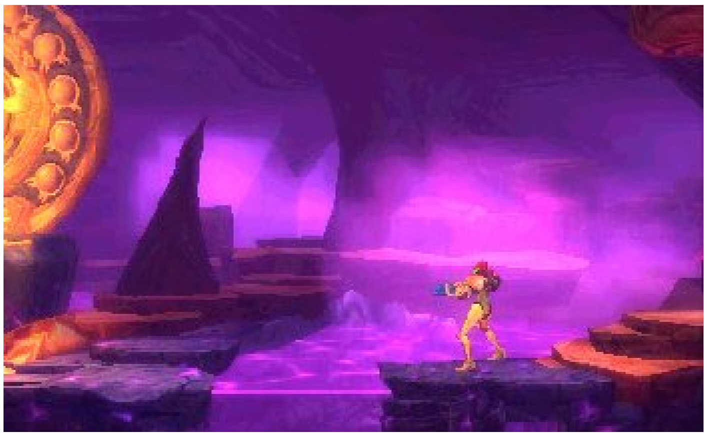
LAVA

Not many locations feature lava, but don't take it lightly when you happen across it. Even with protection from the heat it produces, entering lava directly drains your health faster than pretty much anything else on the planet.



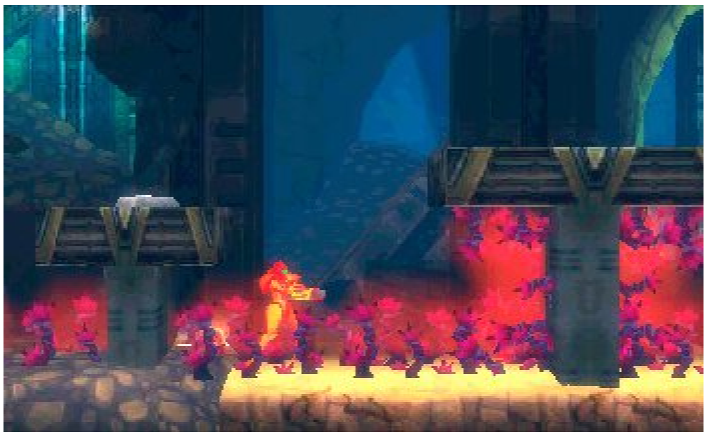
PURPLE LIQUID

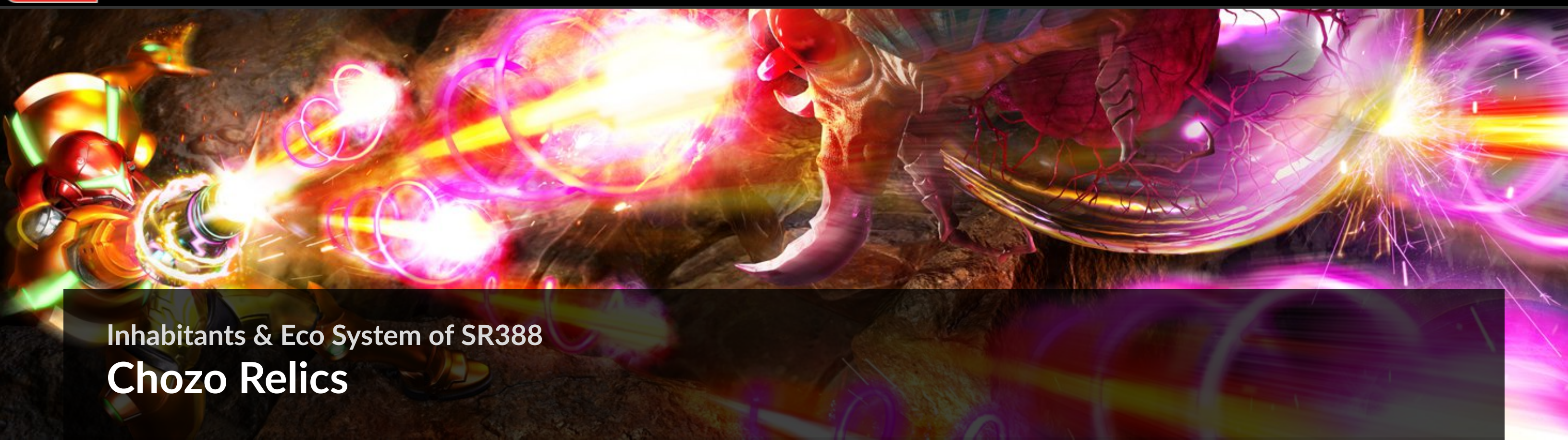
This liquid doesn't deal quite as much damage as lava, but it causes a lot of problems if you stay in it too long. It serves as a gate between areas, its purpose to keep the Metroids from reproducing, escaping, or being taken by those who are up to no good—like Proteus Ridley, Mother Brain, and the rest of the Space Pirates.



RED PLANTS

Red plants are seen frequently along the interior of the planet. They're extremely toxic, damaging you even through the Power Suit. They don't do a lot of damage, but more often than not, if you find a red plant, you can expect a whole slew of them to follow. They typically line narrow passages, which means you have to run through an entire stretch of them to get to the other side. If you're not careful, red plants can catch you off guard.

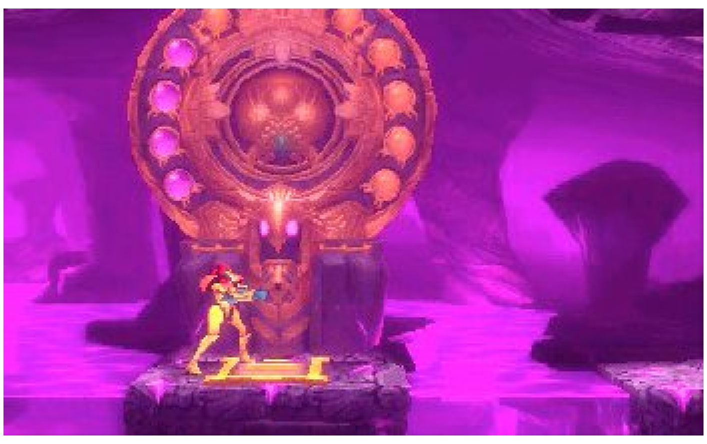




Chozo Relics

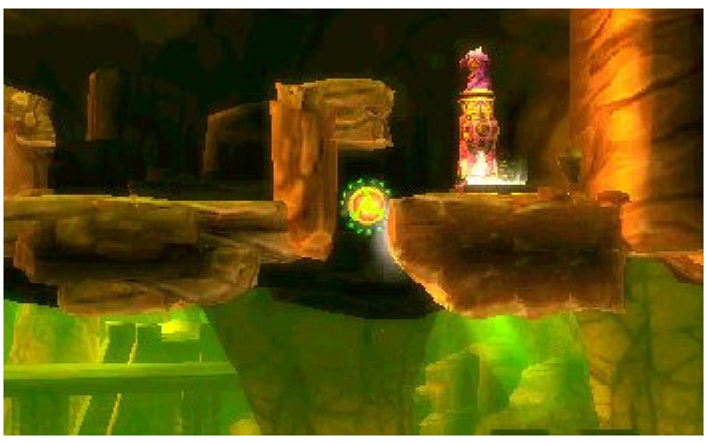
CHOZO SEALS

The Chozo used these artifacts as locking mechanisms to keep Metroids from escaping the lowers levels of the planet's underground—and to keep intruders from taking them for themselves. The purple liquid is directly linked to these devices, and the only way to activate one is to destroy all the Metroids in the Chozo Seal's area.



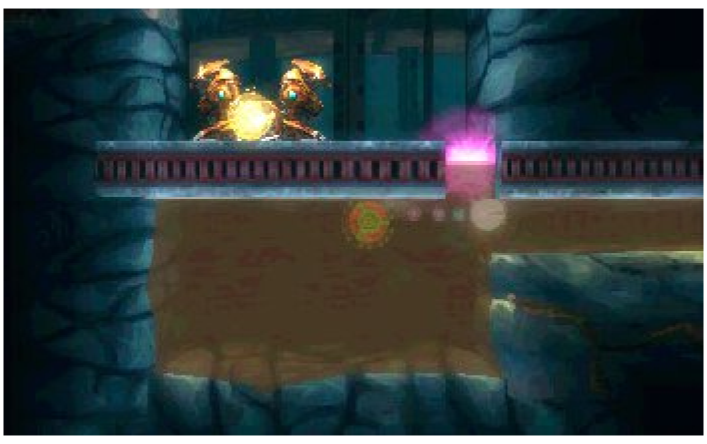
RECHARGE STATIONS (ENERGY AND AMMO)

How this ancient technology works is a mystery to all life-forms in the galaxy, but we know one thing for sure: your Chozo-crafted Power Suit both activates it and benefits from it. Stepping into a Recharge Station refills either all your health or all your ammunition. You find these stations just about everywhere, which helps take the edge off some of the planet's more dangerous corners.



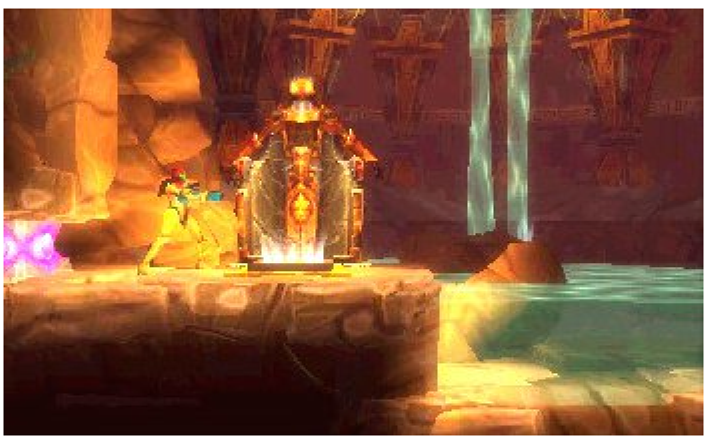
BIG AEION ORBS

Aeion must have been a big focus of Chozo scientific research on SR388. Perhaps it was Aeion that brought them to this remote and dangerous planet in the first place. Whatever the answer, on top of the Aeion Ability Artifacts, dispensers containing Big Aeion Orbs can be found all over the planet's interior. Touching one fully refills your Aeion Energy bar, making Big Aeion Orbs just as important as any of the Recharge Stations you find during the mission.



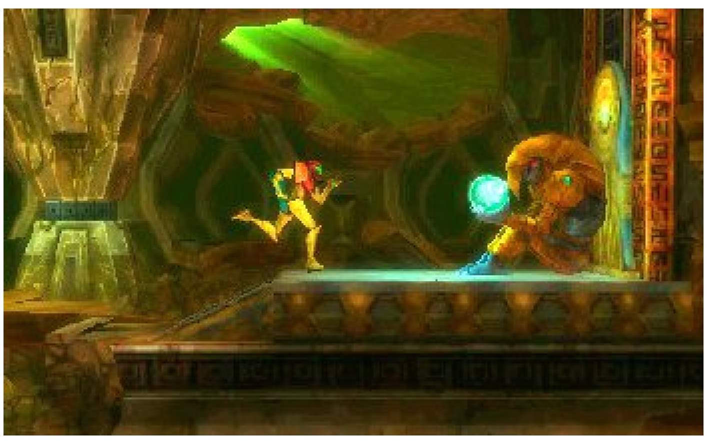
TELEPORT STATIONS

The Chozo were geniuses when it came to developing technology. Teleport Stations, for example, allow a user to teleport from one station on one corner of the planet to another station on the other side in the blink of an eye. How it all works will likely remain a mystery for all time, but what matters here is that your Power Suit can interface with the machines and utilize them.



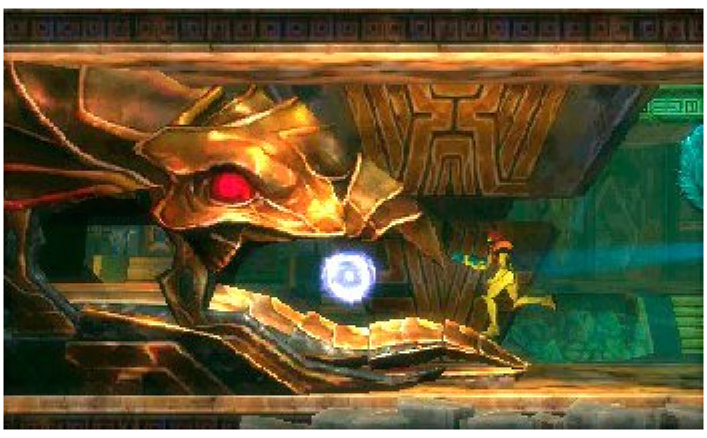
CHOZO STATUES

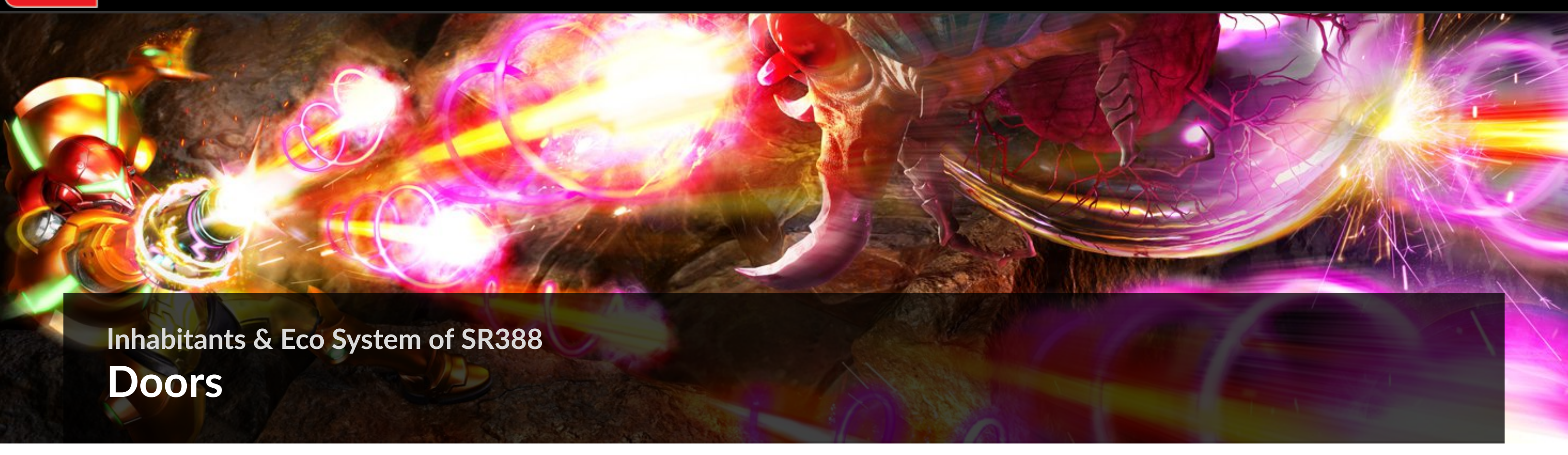
Statues of the ancient Chozo Empire can be found throughout the planet's interior. This wouldn't be all that strange or interesting, were it not for the orbs, known as Item Spheres, that most possess. Should you grab one, your Power Suit gains an upgrade. This is incredibly useful, but it raises the question: was it common for Chozo to utilize Item Spheres themselves?



AEION ABILITY ARTIFACTS

Some of the most mysterious structures of the ancient Chozo, the Aeion Ability Artifacts house powerful Aeion Abilities, which your Power Suit can interface with. There aren't many left on SR388, but the ones that are there offer tremendous help in completing your mission.





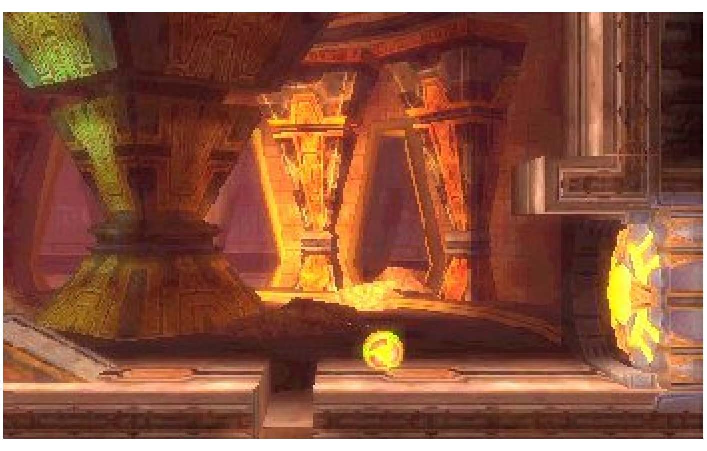
Inhabitants & Eco System of SR388

Doors

Brilliant though they were, the Chozo were rather impractical when it came to doors. You run into a variety of door types, each with its own unique method of access.

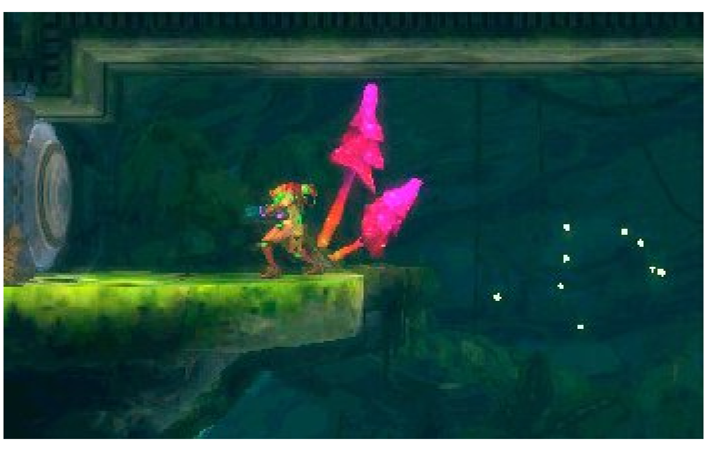
BEAM DOOR

This is the simplest and most common door you see on your journey. Simply use the Power Beam to shoot one of these doors, and it opens automatically.



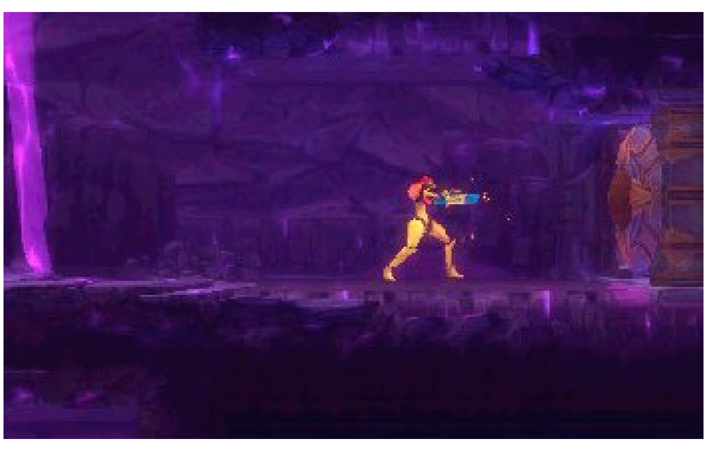
INACTIVE DOOR

The technology filling the interior of SR388 is often seen aged and breaking, and the doors are no exception. Despite what the name suggests, inactive doors are active, but not fully. You usually find them disabled and locked on one side, but completely functional on the other. On the whole, opening one of these doors causes a malfunction, which forces the door open permanently, though some require you to enter and exit from the same side every time.



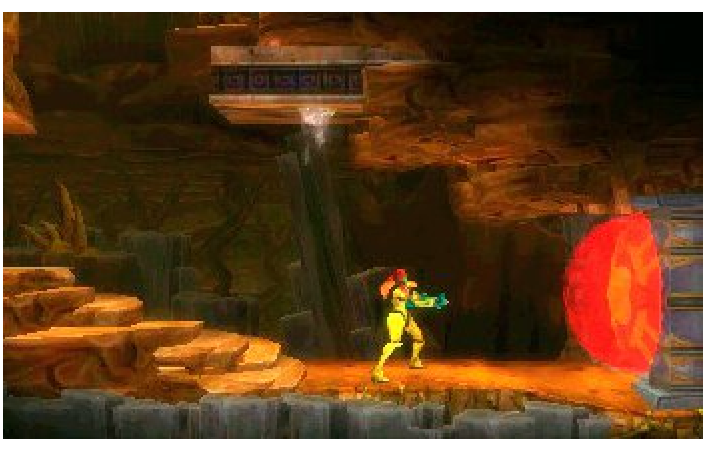
CHARGE DOOR

The same age that has worn down a lot of inactive doors has also done a number on some Beam Doors, turning them into Charge Doors. Charge Doors earn their name because they've lost power and need to be reenergized. In your case, the Charge Beam gets the job done (and gives another meaning to the name "Charge Door"). Once a Charge Door is charged, you never need to recharge it, but these doors definitely cause a nuisance early in the mission.



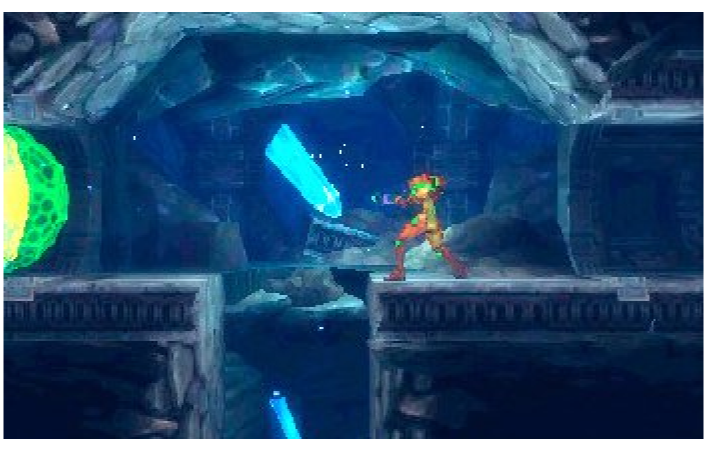
RED DOOR

Undoubtedly a security measure, Red Doors are covered with a red, domed force field that can only be opened with missiles. This seems like a strange way to lock a door, but it's certainly effective at keeping intruders out.



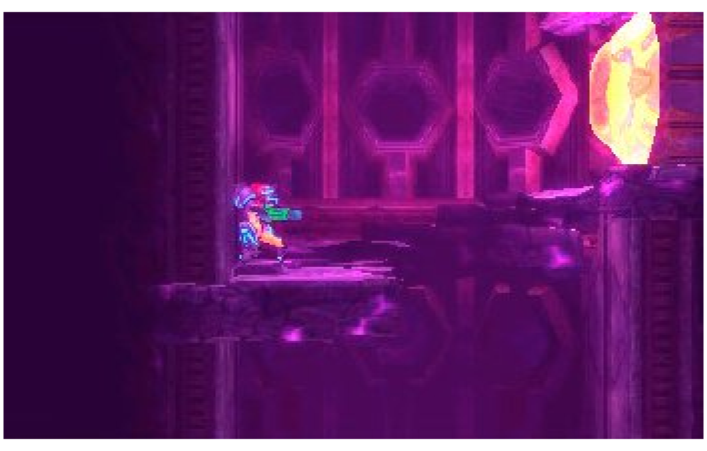
GREEN DOOR

Green Doors function almost identically to Red Doors, except opening one requires a Super Missile, instead of three standard missiles.



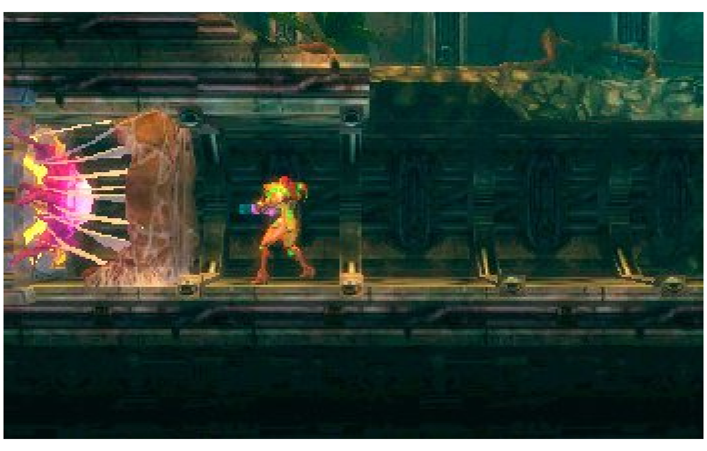
YELLOW DOOR

Yellow Doors are much rarer than their counterparts, but they're also the hardest to open. Their shields are incredibly strong, requiring the most powerful of weaponry to open them—Power Bombs. Anything less and the yellow shielding remains completely unmoved.



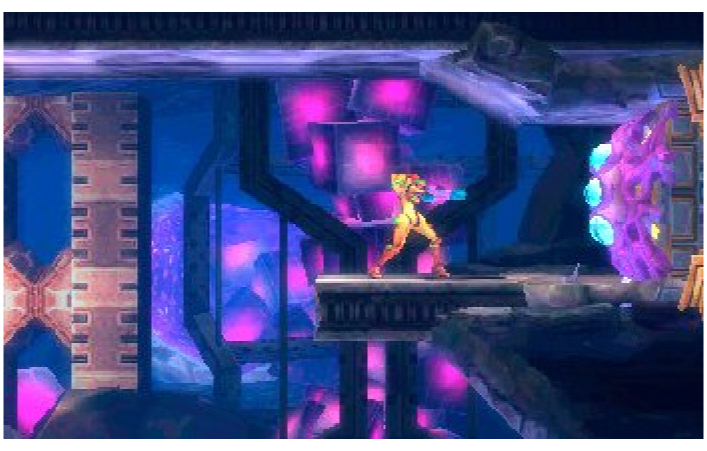
TARAMARGA

Some doors are inaccessible with the standard Power Beam, but not because of anything the Chozo did. Creatures have climbed onto these doors and made them their new home—creatures like the Taramarga, a pink growth that creates an organic barrier around itself as protection from harm. Only a weapon that can pass through solid obstacles can destroy and remove a Taramarga. Luckily, the Wave Beam happens to be just such a weapon.



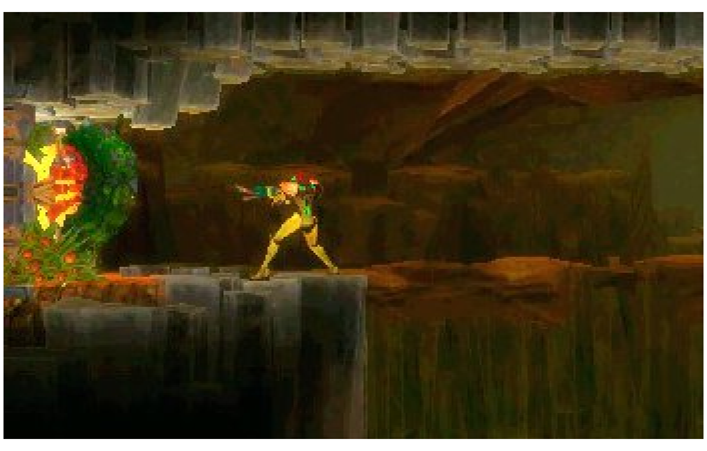
GIGADORA

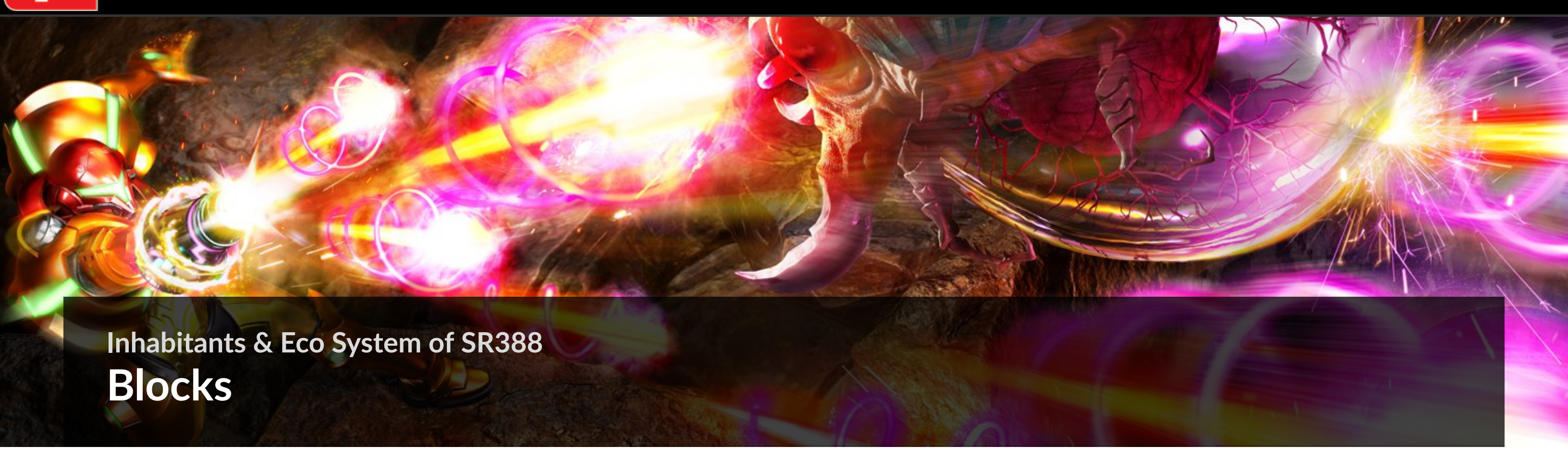
Gigadoras have much tougher skin than Taramargas, so they sit boldly on their doors, unconcerned about attacks. In fact, their skin is so strong that not even Super Missiles can make a dent, so what's a Space Hunter to do? Note that a Gigadora has three eyes. These are its only weakness. If you pick up the Spazer Beam—a Power Beam upgrade that allows you to fire three beams instead of one—you can shoot all three eyes at the same time. That does the trick.



GRYNCORE

Like Gigadoras, Gryncores are well-armored and can take just about any beating. Missiles, Super Missiles, Bombs, etc., don't leave a mark. The only way to get around these green one-eyed door parasites is with the ultimate in beam weapons: the Plasma Beam. Against the Plasma Beam, a Gryncore doesn't stand a chance.



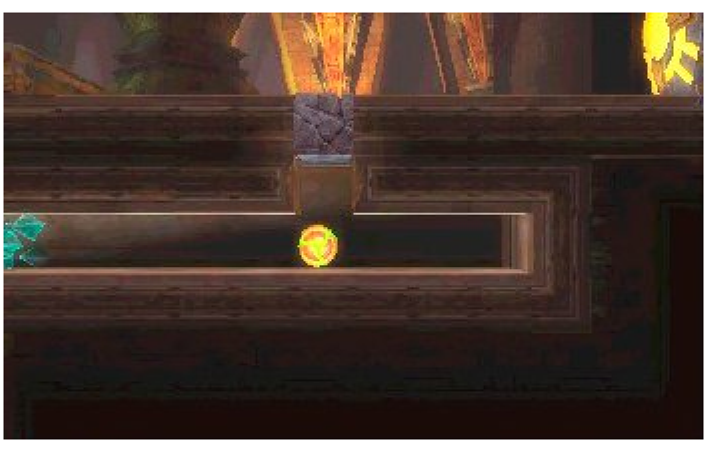


Blocks

SR388's terrain looks fairly standard, as far as alien terrain goes, but the Chozo came up with all sorts of strange ideas when designing their empire, right down to trick floors, called Blocks. A multitude of Blocks litter the planet's Surface and interior, most of which can only be destroyed by a specific weapon and usually reform a handful of seconds after their destruction. In most cases, Blocks look like normal terrain until they're destroyed or shot with missiles. Once destroyed the first time, if they reappear, you see what kind of Block you're dealing with.

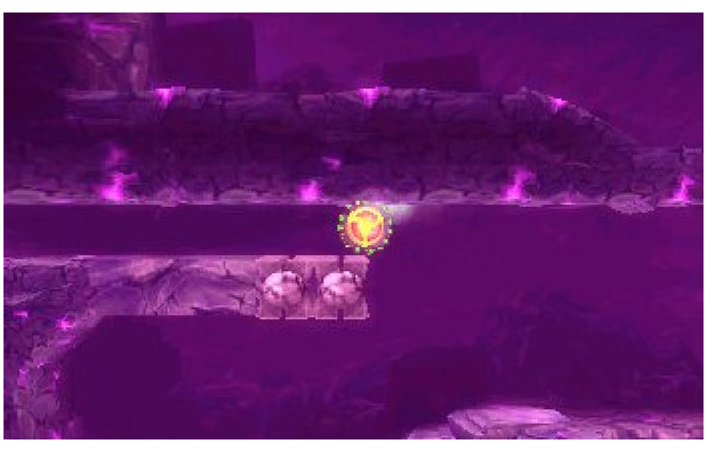
BLOCKS

Blocks can be destroyed with any weapon in your arsenal, but they reappear after a few seconds.



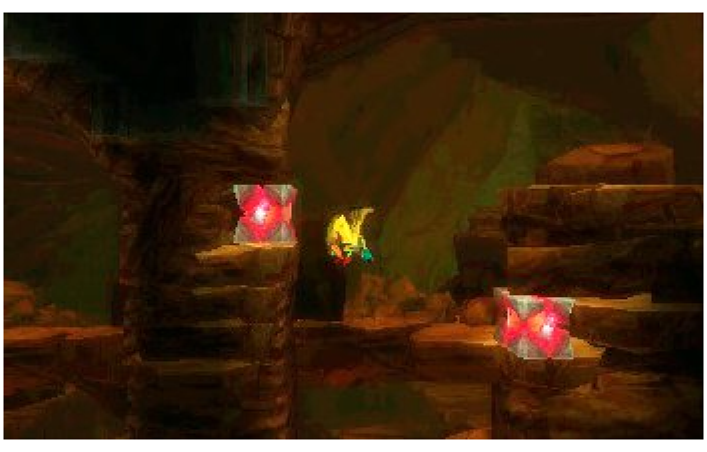
PIT BLOCKS

Touch a Pit Block, and you fall straight through it. You can't use your Scan Pulse to reveal a Pit Block's location, and unlike with other Blocks, shooting it with missiles doesn't reveal its identity. If you see a stretch of single-Block-width land, it's a good idea to Spider Ball along the ceiling, or jump over the stretch.



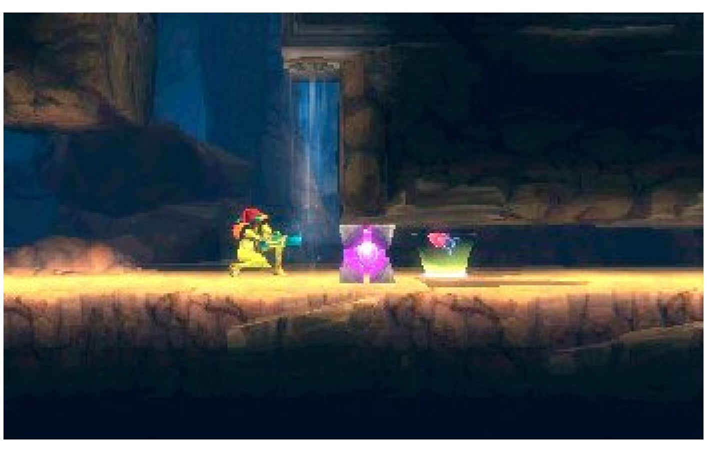
MISSILE BLOCKS

Missile Blocks are destroyed by, as the name implies, missiles. They reappear shortly afterward.



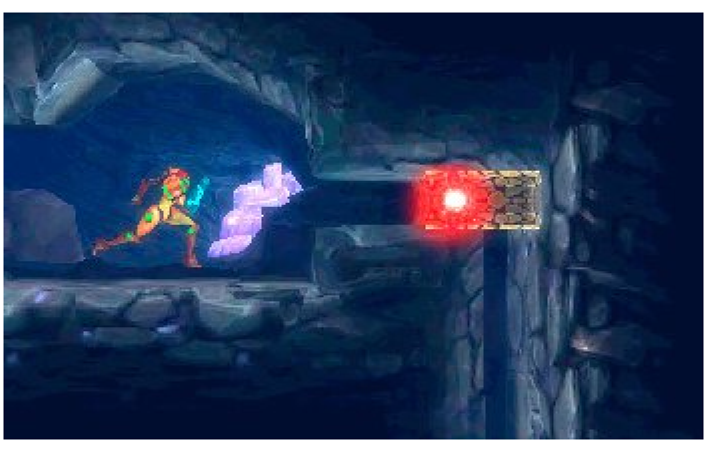
BOMB BLOCKS

Bomb Blocks are likely the most common Block type on SR388. To destroy one, plant a Morph Ball Bomb next to it and let the Bomb do its work. Bomb Blocks reappear after a few seconds.



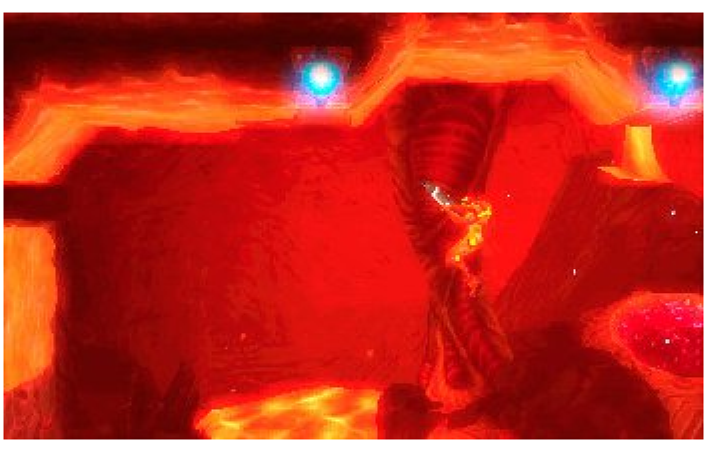
PULL BLOCKS

Pull Blocks are not hidden, and they function differently from most other Blocks. Some Pull Blocks can be destroyed, while others can only be moved. No matter which type of Pull Block you encounter, the solution for dealing with them is always to pull them with the Grapple Beam.



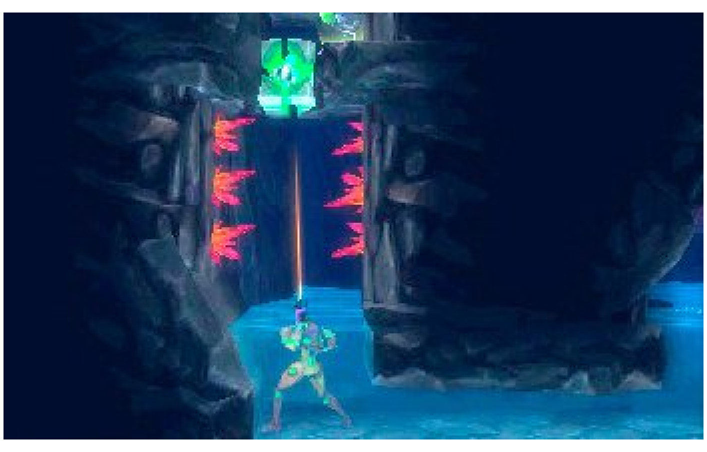
GRAPPLE POINTS

Grapple points are another type of unhidden Block. These are indestructible. You often find them embedded in ceilings or walls, but never obstructing a path like most other Blocks. Instead, they're helpful, provided you have the Grapple Beam. Use these Blocks as anchor points for the Grapple Beam to swing from one side of a room to another, or pull yourself vertically or horizontally between hazards to a location previously unreachable.



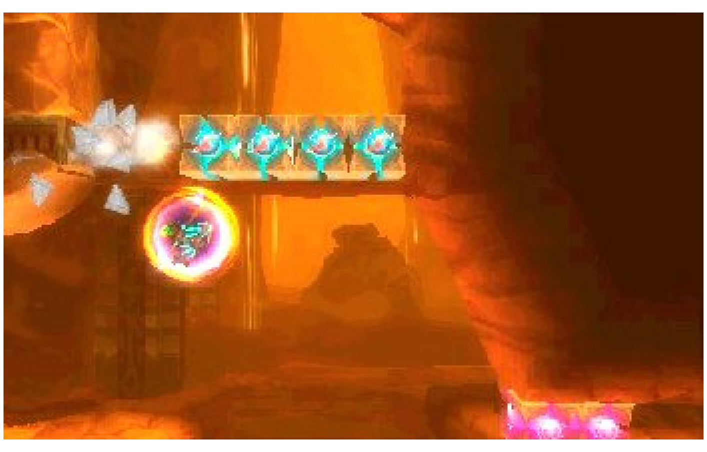
SUPER MISSILE BLOCKS

Unlike all other destructible Blocks, Super Missile Blocks disappear for good when you shoot them with a Super Missile. They often hide Super Missile Tanks or barricade other secrets, and rarely get in the way of your main mission: hunting the Metroids.



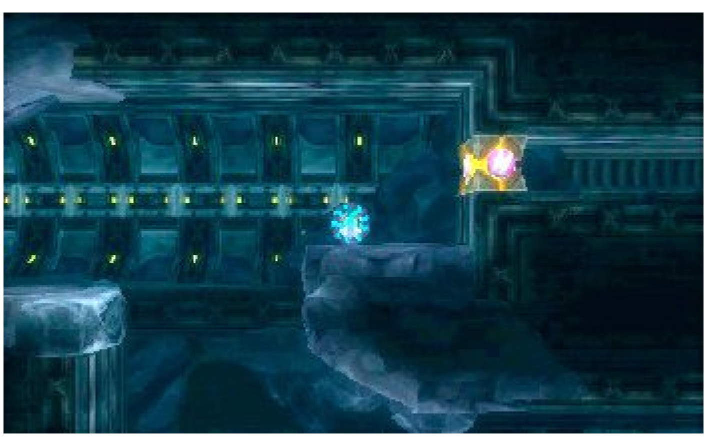
SCREW ATTACK BLOCKS

These are some of the trickier Blocks to find and destroy simply because they're often in spaces most easily reached with the Space Jump ability. They're frequently linked to shortcuts and/or secrets, so make sure to jump through them after grabbing the Screw Attack upgrade.



POWER BOMB BLOCKS

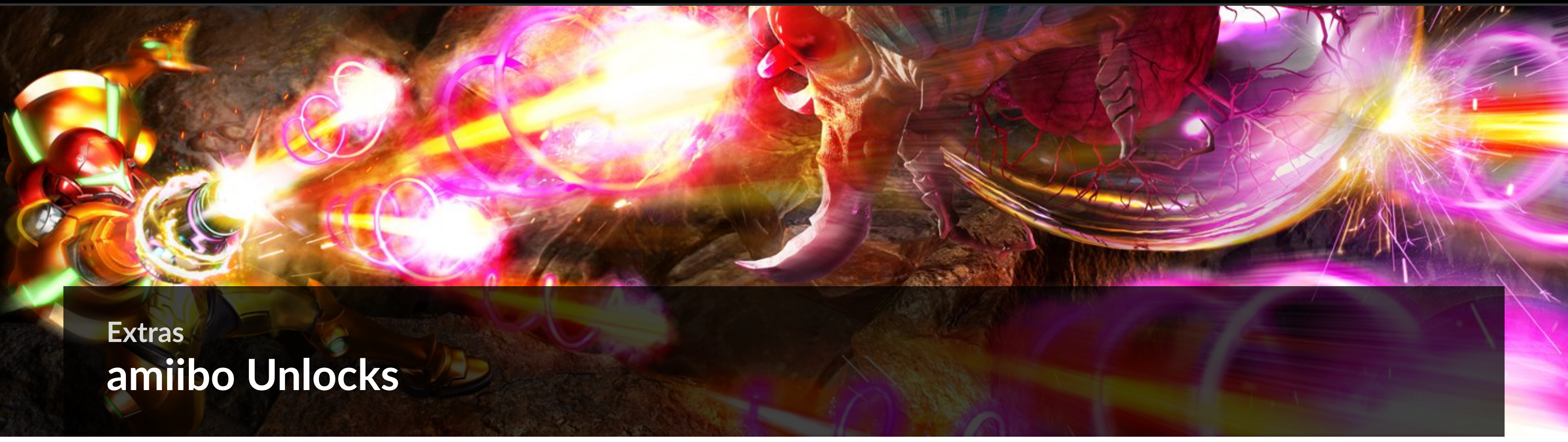
The last destructible Block type, Power Bomb Blocks, can only be destroyed with Power Bombs. Like Super Missile Blocks, once they're destroyed, they stay gone.



Extras

Introduction

Looking to unlock some amiibo bonus content? Or maybe earn rewards for beating the game at certain speeds? You've come to the right place! We've loaded this chapter with secrets, comprehensive quick references, item lists, and more. Dig right in!



Extras

amiibo Unlocks

Devoted amiibo collectors are in for a treat with this game. If you have any of the four existing Metroid-themed amiibo, you not only unlock art, music, and a new suit for Samus, but also three Reserve Tanks and a new difficulty called Fusion mode.

SAMUS ARAN (METROID SERIES)

The Samus Aran amiibo from the Samus Aran & Metroid 2-Pack unlocks art from the original Metroid II: Return of Samus for the Gallery.

On top of unlocking new art, you also unlock an Aeion Reserve Tank, which holds up to 500 points of Aeion Energy when you pick up a Big Aeion Orb with a full Aeion Energy bar. When you burn through your Aeion Energy, this Reserve Tank kicks in and refills up to 500 points. Not bad, huh?

METROID (METROID SERIES)

Using the Metroid amiibo from the Samus Aran & Metroid 2-Pack unlocks Samus' Fusion Suit and the Fusion mode difficulty, which is the hardest difficulty in the game. You must complete the game once through before you can play Fusion mode, but once you unlock it, you can expect even the most basic enemies to deal half an Energy Tank's worth of damage with a single touch. It's a grueling gauntlet that will satisfy if you've completed the game and need more of that Metroid: Samus Returns challenge.

On top of the Fusion Suit and Fusion mode unlocks, using this amiibo in-game reveals the location of the nearest Metroid.

If you decide to diverge from our Walkthrough's path, this amiibo

helps keep you focused on what's most important: defeating all Metroids on SR388.

SAMUS (SUPER SMASH BROS. SERIES)

Use the Samus (Super Smash Bros. Series) amiibo to unlock concept art for Metroid: Samus Returns in the Gallery.

You also unlock a Missile Reserve Tank, which refills 50 missiles as soon as you run out. To refill the Reserve Tank, visit an Ammo Recharge Station.

ZERO SUIT SAMUS (SUPER SMASH BROS. SERIES)

The Zero Suit Samus (Super Smash Bros. series) amiibo unlocks a Sound Check section in the Gallery. Listen to music from the game here, and let those atmospheric tunes wash over you wherever you go.

Music isn't all you receive. You also get an Energy Reserve Tank, which refills three Energy Tanks when you run out of health—easily one of the most useful Reserve Tanks available, especially on harder difficulties. As with all Reserve Tanks, refill this one at a Recharge Station—an Energy Recharge Station, in this case.

Extras

The Gallery

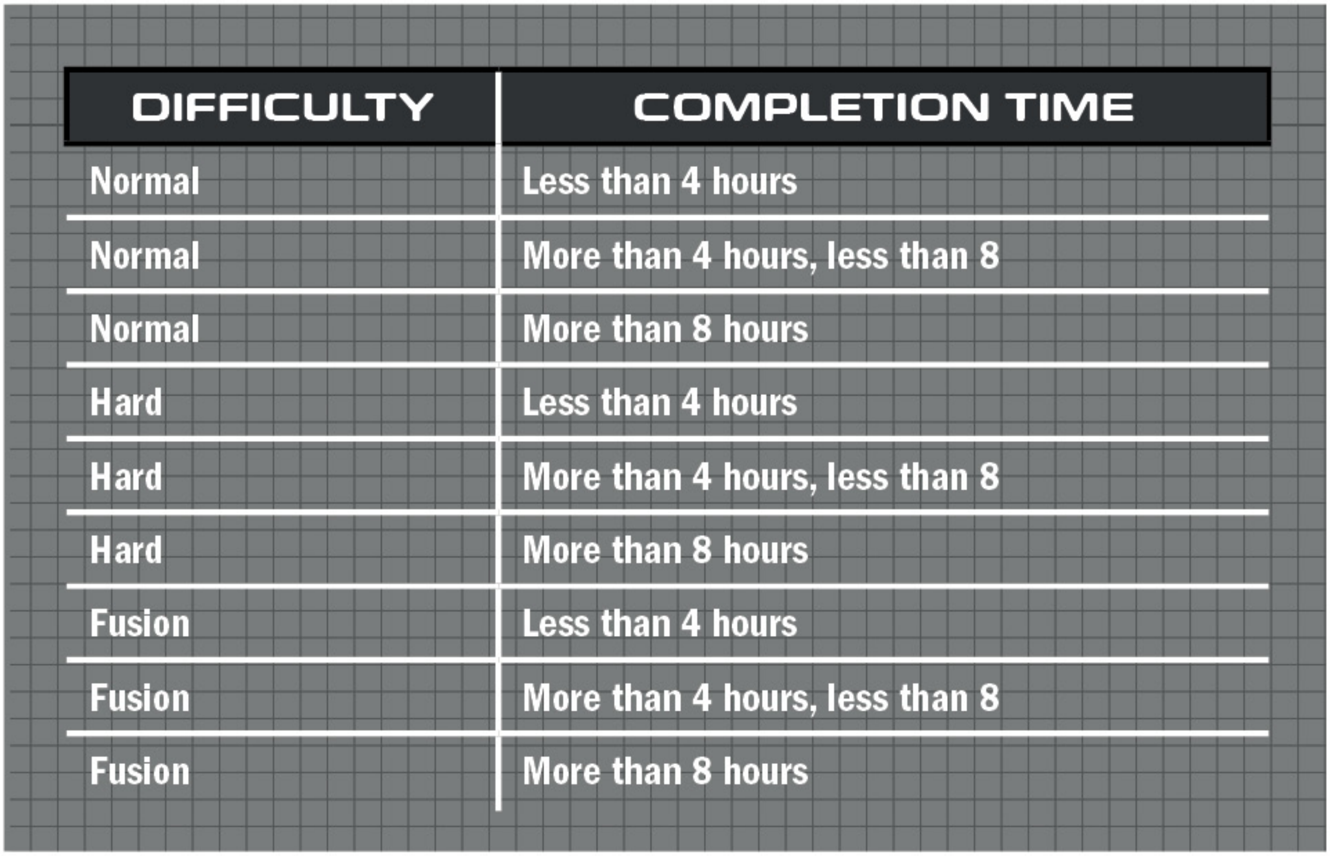
While playing through the game, you'll notice that you slowly (or quite suddenly) unlock images called Chozo Memories, which are collected in the Gallery. Most Chozo Memories are linked to your item-collection rate, meaning you have to grab every item tank in the game to unlock the entire Gallery. It's rumored that there's a secret Chozo Memory that can only be viewed once you've unlocked the rest of the Gallery. Who really knows, though? Sometimes rumors are just rumors.

Extras

Completion Times

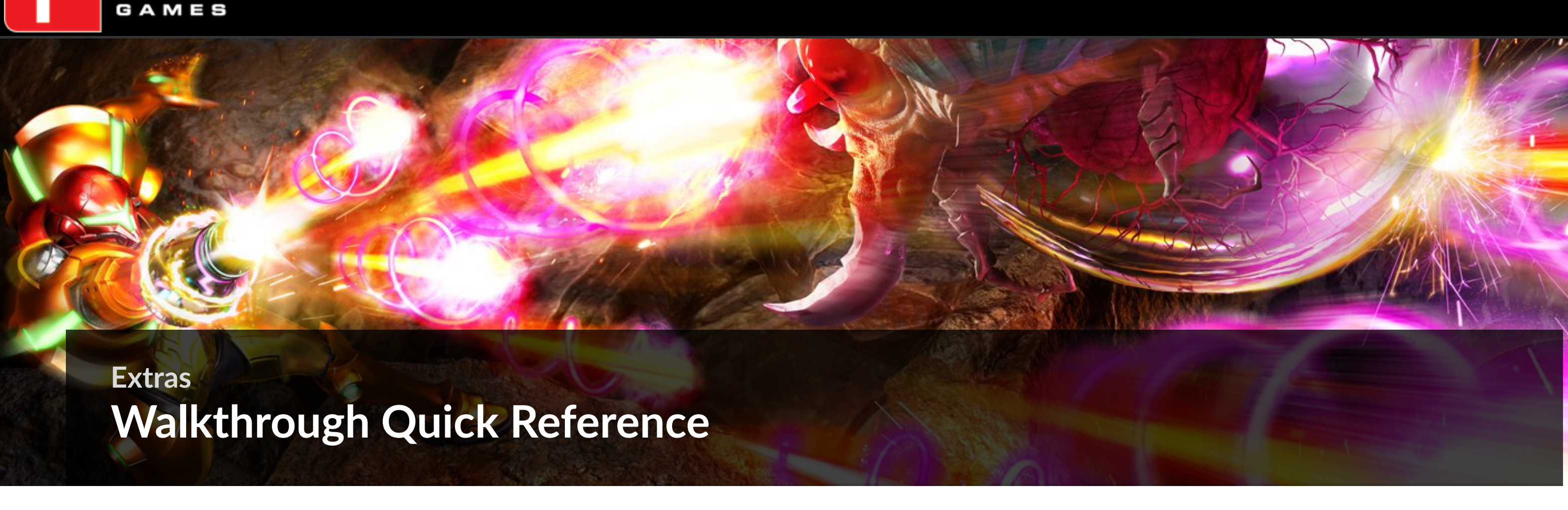
Devoted Metroid fans undoubtedly know how to receive different ending screens in a Metroid game. If you're new to the series, or need a refresher, beating most Metroid games within a certain amount of time and with a certain number of item tanks collected gives you different ending screens. This time around, item tanks don't factor into the ending screens for Metroid: Samus Returns, but difficulty does. Here's the list of the times to beat to unlock each of the nine ending screens in the game:

ENDING SCREEN UNLOCK CONDITIONS



DIFFICULTY	COMPLETION TIME
Normal	Less than 4 hours
Normal	More than 4 hours, less than 8
Normal	More than 8 hours
Hard	Less than 4 hours
Hard	More than 4 hours, less than 8
Hard	More than 8 hours
Fusion	Less than 4 hours
Fusion	More than 4 hours, less than 8
Fusion	More than 8 hours

Take note that while the times for each difficulty are the same, the ending screens you unlock are not. Each difficulty has three different potential ending screens to unlock.



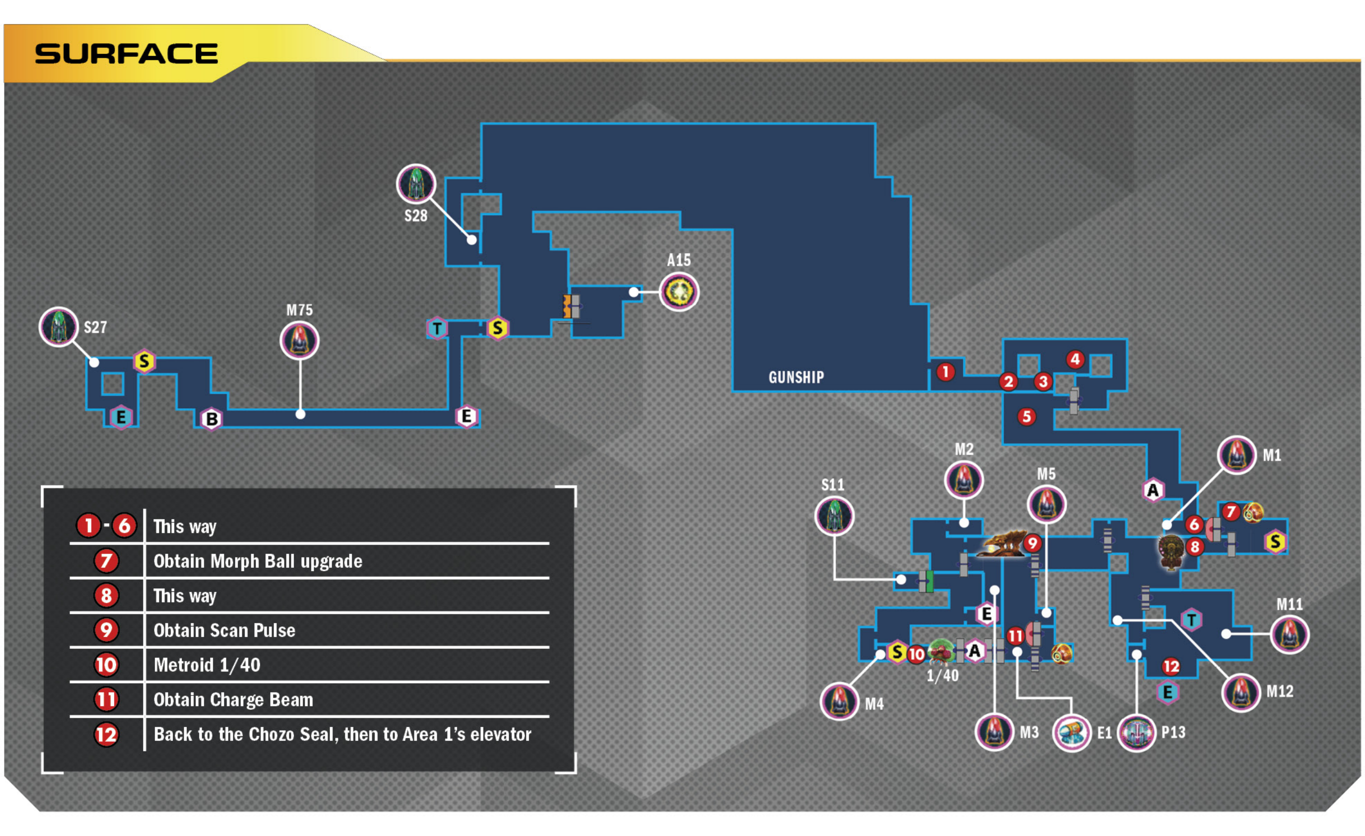
Extras

Walkthrough Quick Reference

Beating the game in under four hours is no easy feat, so to take the edge off a little bit, have a look at our Walkthrough Quick Reference Guide. This section not only replicates the maps from the Walkthrough, but our tips and tactics are truncated to bite-sized reminders of where to go, what to do, and when to do it. This section is meant for those who've already beaten the game, so expect spoilers ahead.

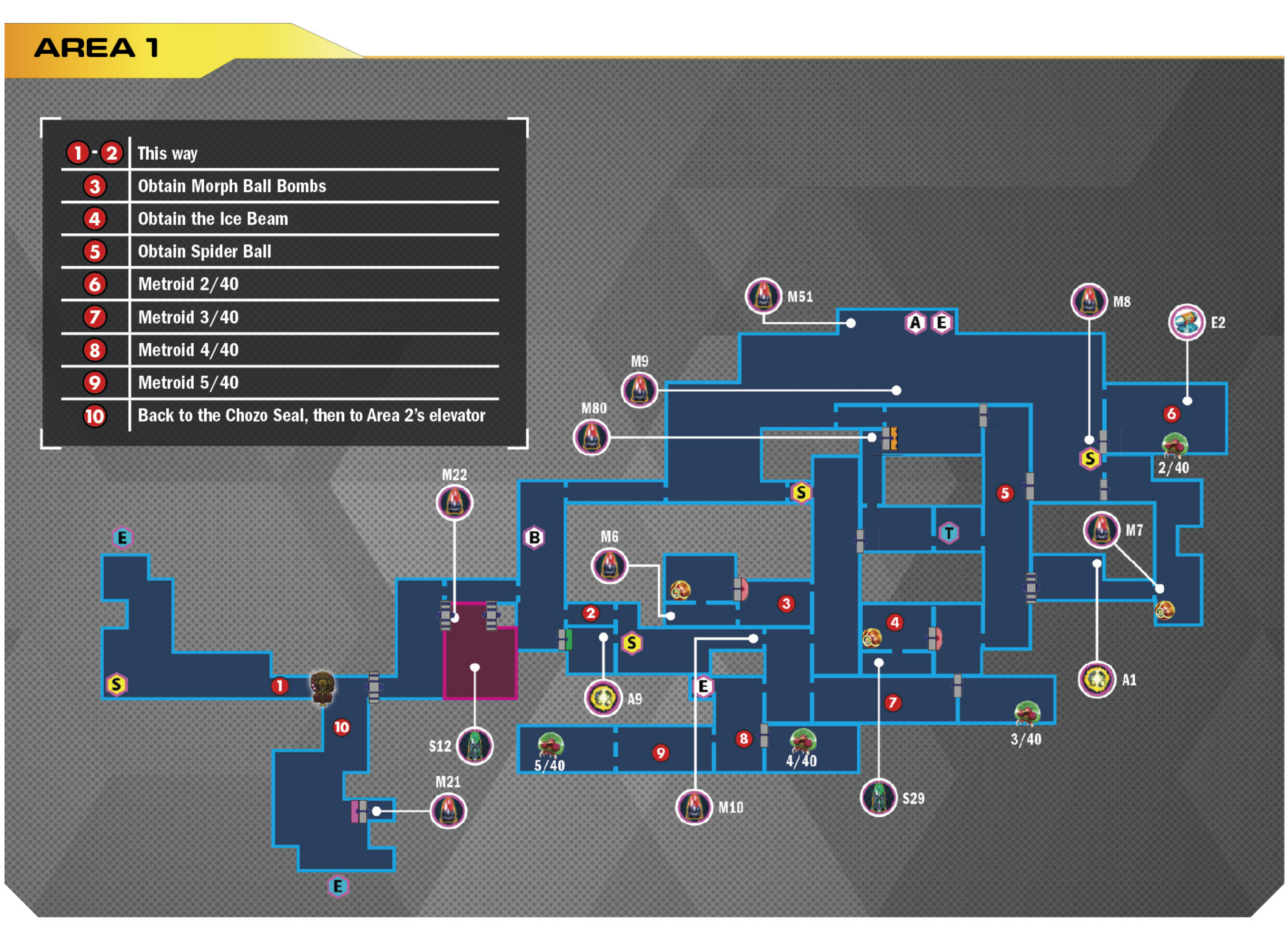
A quick note before you move on: we placed a lot of numbered tips on the maps to serve as directional beacons to steer you on the right course. As you well know by now, the areas in this game are often maze-like and easy to get lost in. All that said, when you see a tip in this Quick Reference Guide that says "This way," you can bet we're steering you toward that location to get you in-line with the next tip.

SURFACE



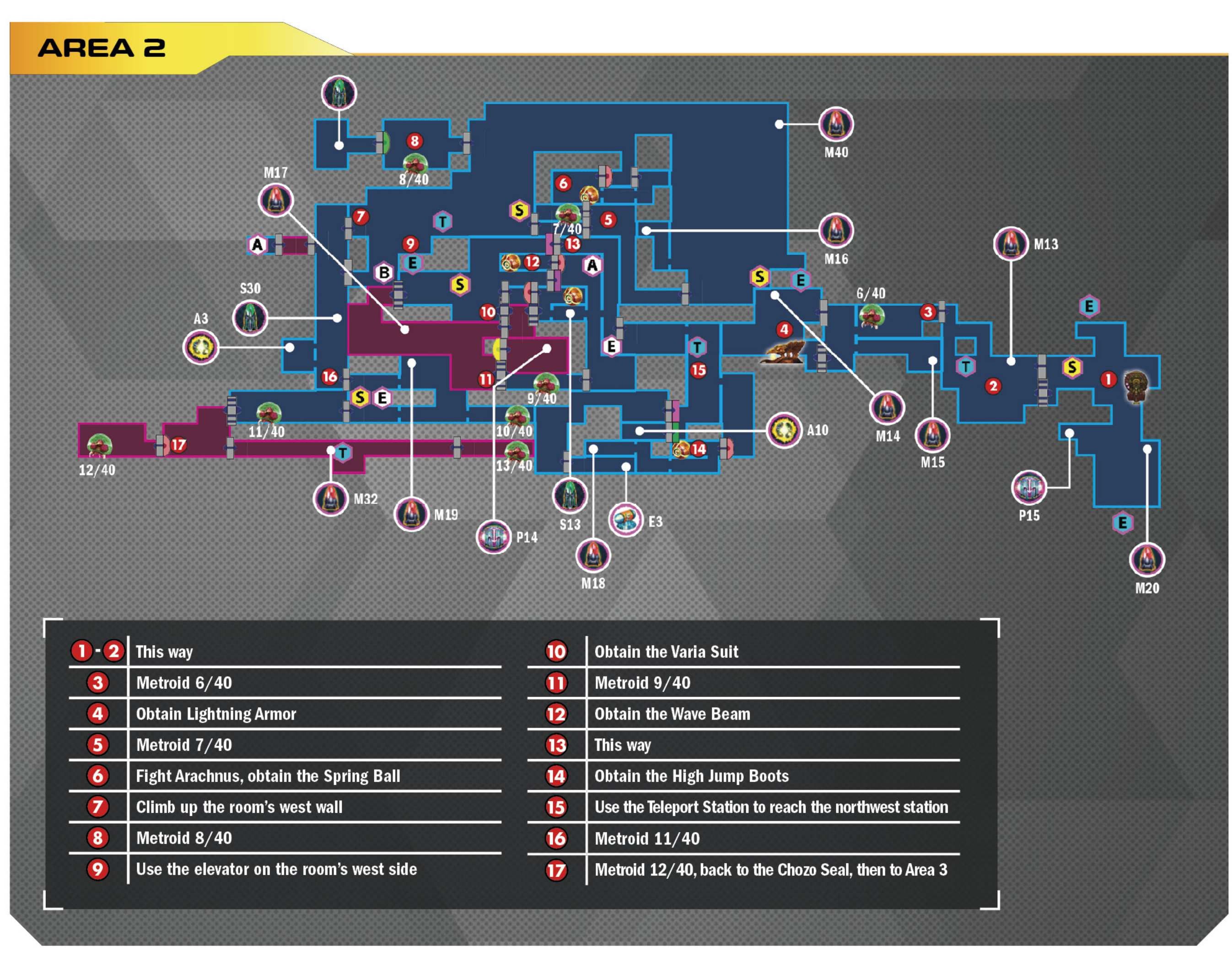
1-6	This way
7	Obtain Morph Ball upgrade
8	This way
9	Obtain Scan Pulse
10	Metroid 1/40
11	Obtain Charge Beam
12	Back to the Chozo Seal, then to Area 1's elevator

AREA 1



1-2	This way
3	Obtain Morph Ball Bombs
4	Obtain the Ice Beam
5	Obtain Spider Ball
6	Metroid 2/40
7	Metroid 3/40
8	Metroid 4/40
9	Metroid 5/40
10	Back to the Chozo Seal, then to Area 2's elevator

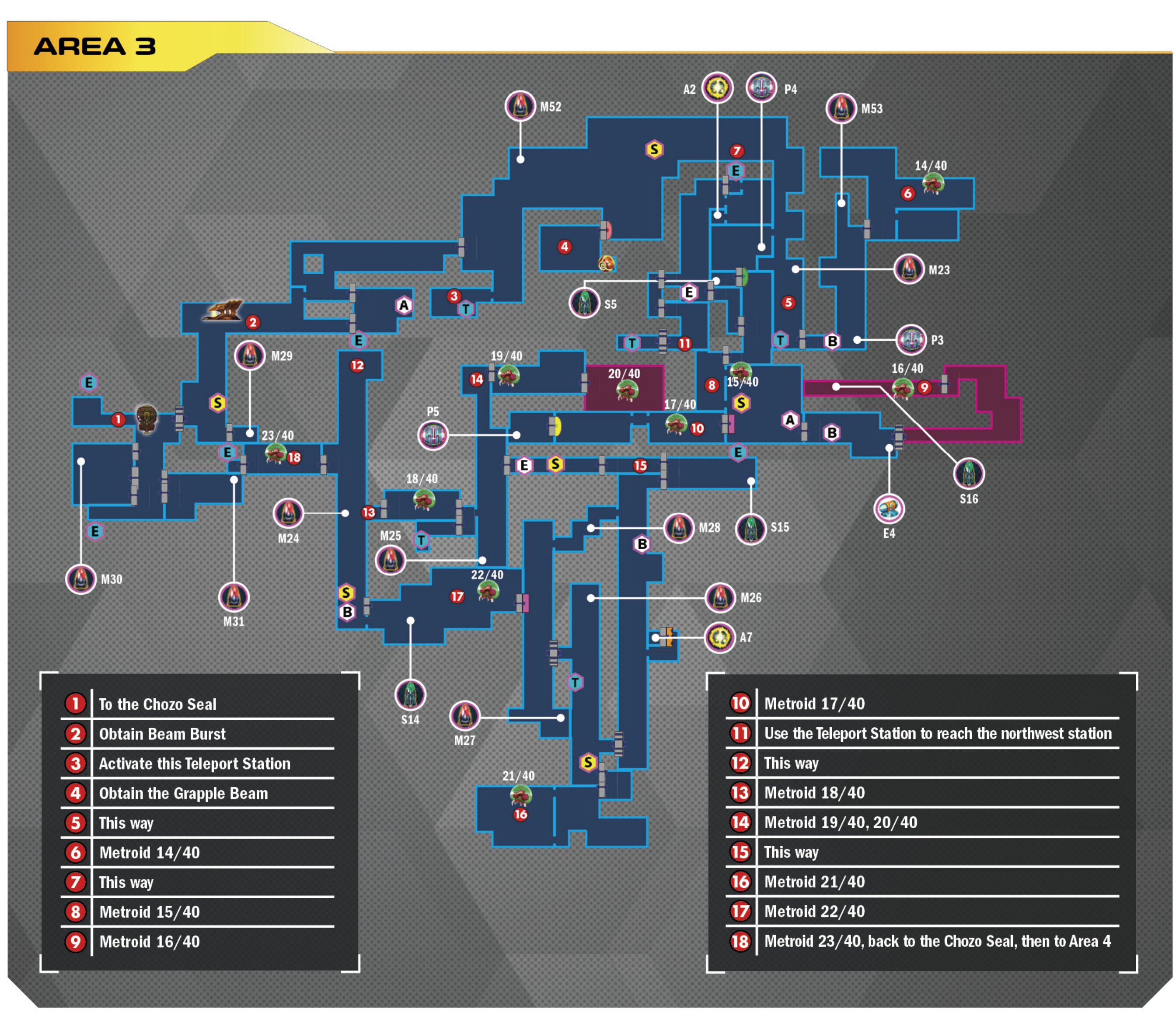
AREA 2



1-2	This way
3	Metroid 6/40
4	Obtain Lightning Armor
5	Metroid 7/40
6	Fight Arachnus, obtain the Spring Ball
7	Climb up the room's west wall
8	Metroid 8/40
9	Use the elevator on the room's west side

10	Obtain the Varia Suit
11	Metroid 9/40
12	Obtain the Wave Beam
13	This way
14	Obtain the High Jump Boots
15	Use the Teleport Station to reach the northwest station
16	Metroid 11/40
17	Metroid 12/40, back to the Chozo Seal, then to Area 3

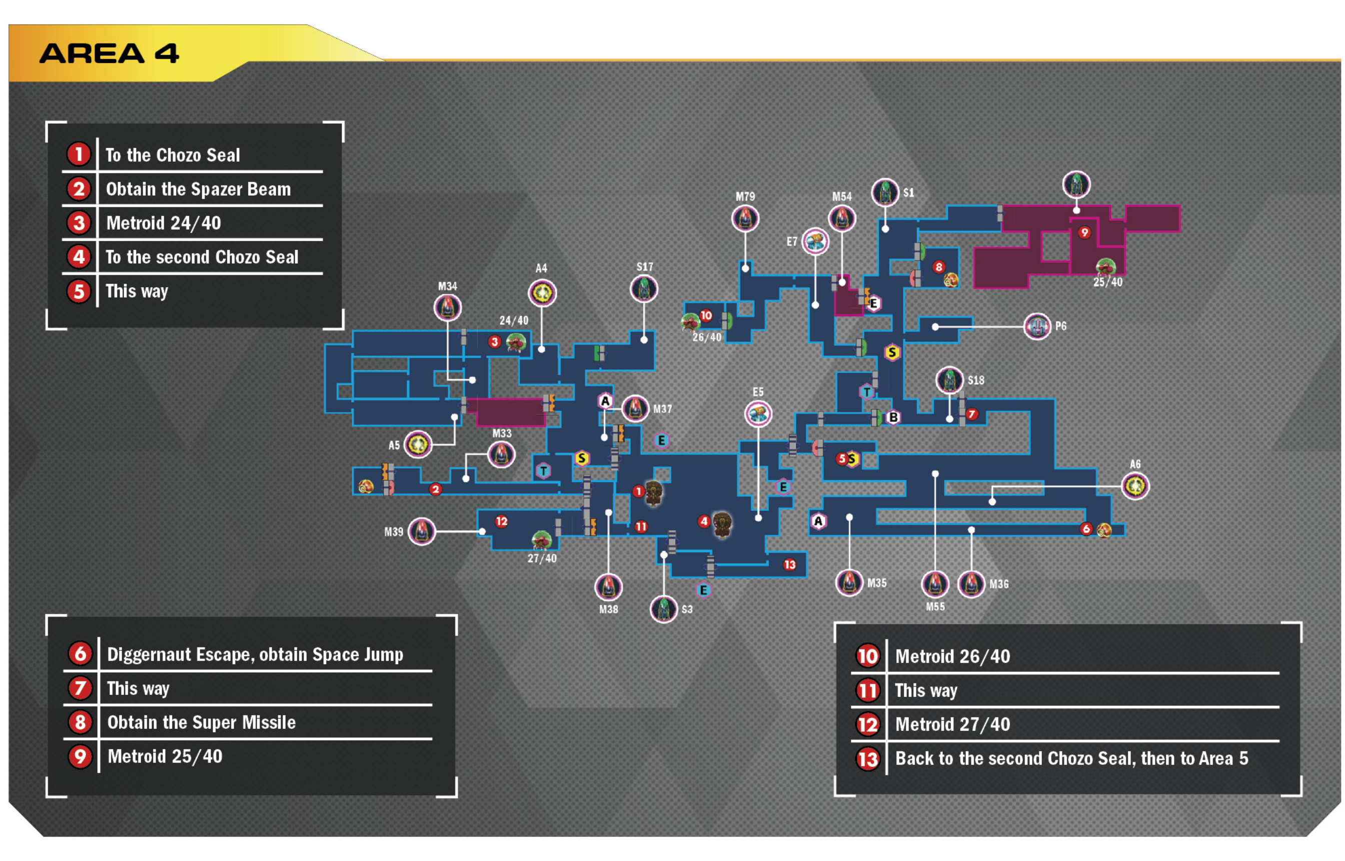
AREA 3



1	To the Chozo Seal
2	Obtain Beam Burst
3	Activate this Teleport Station
4	Obtain the Grapple Beam
5	This way
6	Metroid 14/40
7	This way
8	Metroid 15/40
9	Metroid 16/40

10	Metroid 17/40
11	Use the Teleport Station to reach the northwest station
12	This way
13	Metroid 18/40
14	Metroid 19/40, 20/40
15	This way
16	Metroid 21/40
17	Metroid 22/40
18	Metroid 23/40, back to the Chozo Seal, then to Area 4

AREA 4

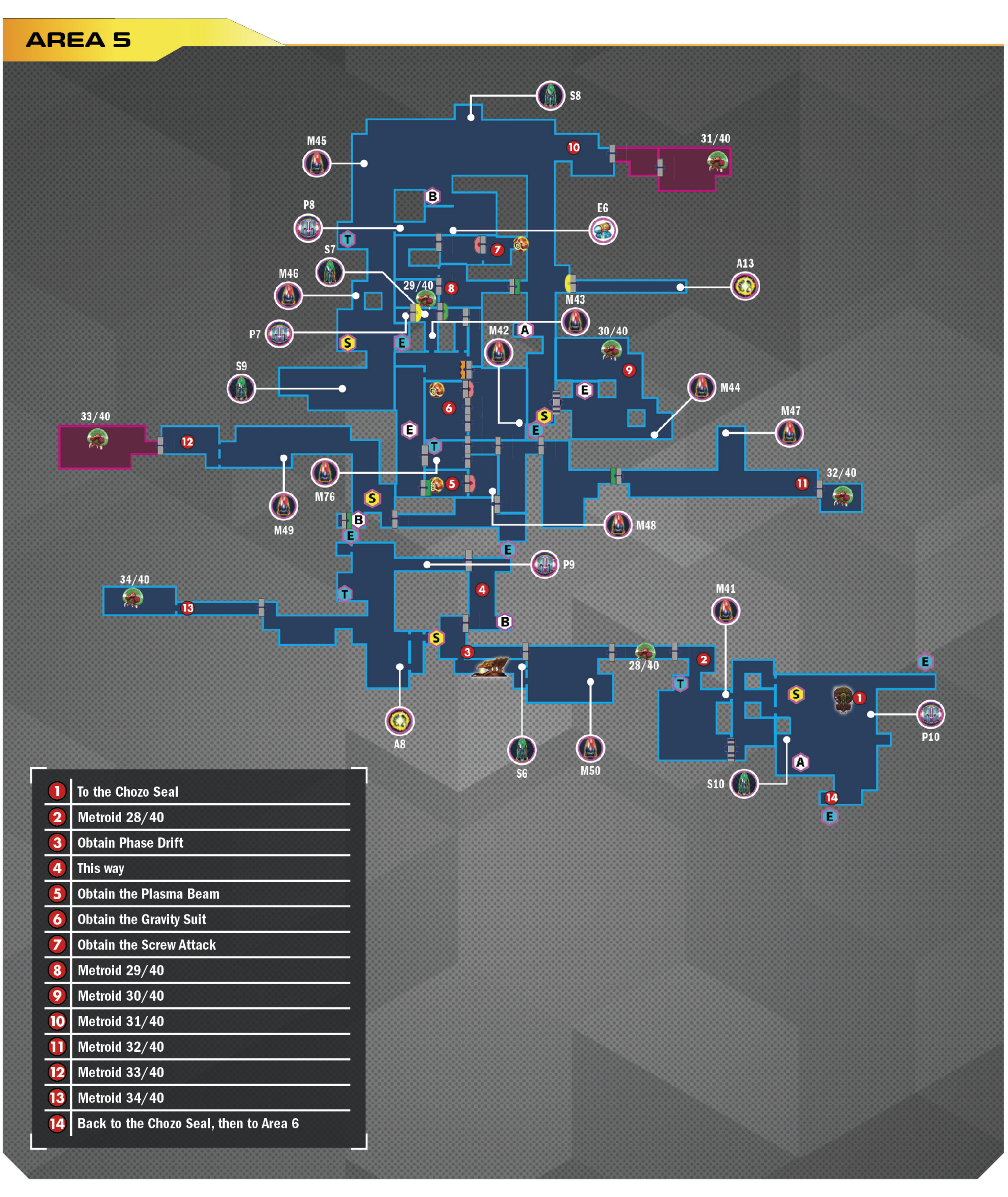


1	To the Chozo Seal
2	Obtain the Spazer Beam
3	Metroid 24/40
4	To the second Chozo Seal
5	This way

6	Diggernaut Escape, obtain Space Jump
7	This way
8	Obtain the Super Missile
9	Metroid 25/40

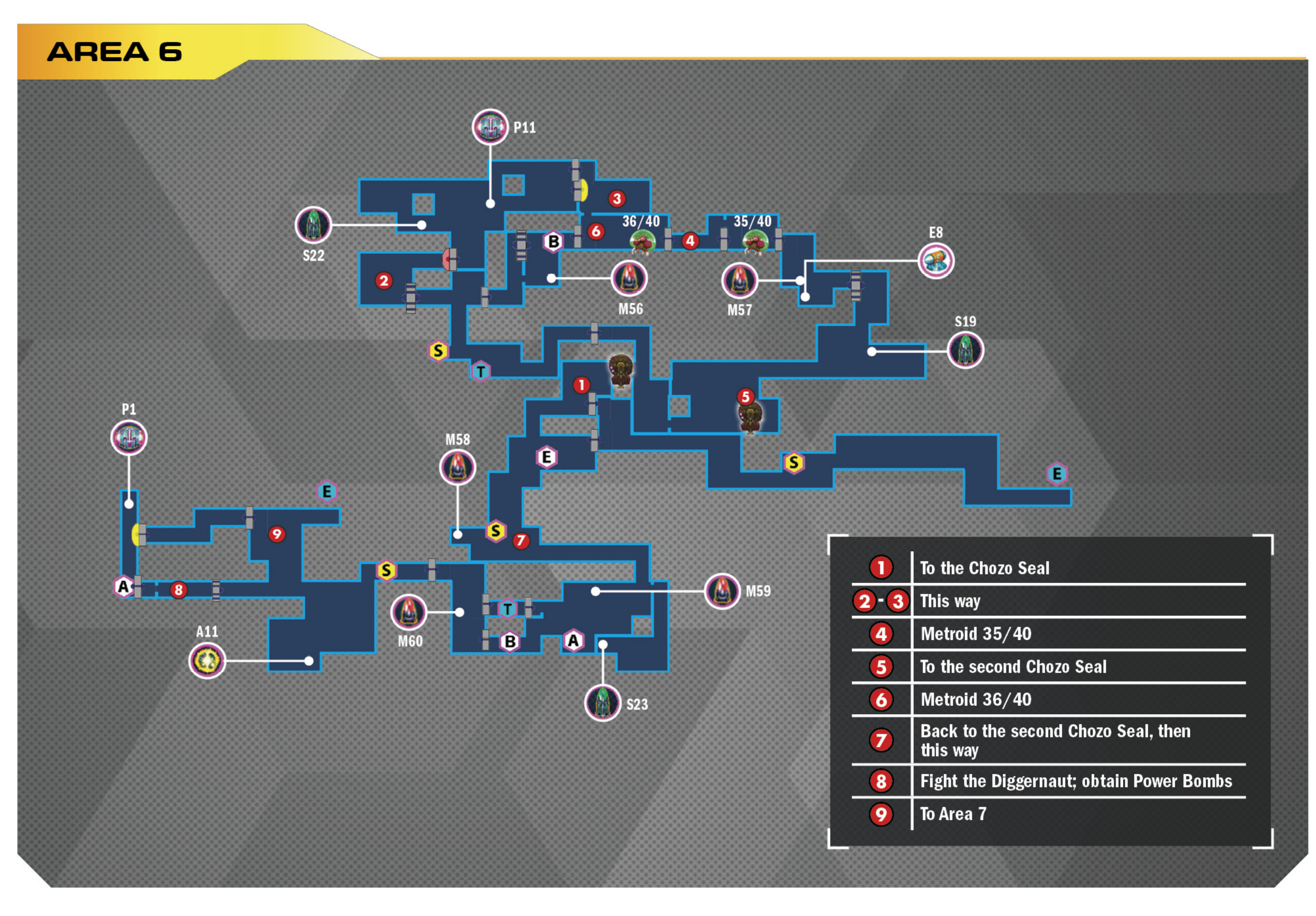
10	Metroid 26/40
11	This way
12	Metroid 27/40
13	Back to the second Chozo Seal, then to Area 5

AREA 5



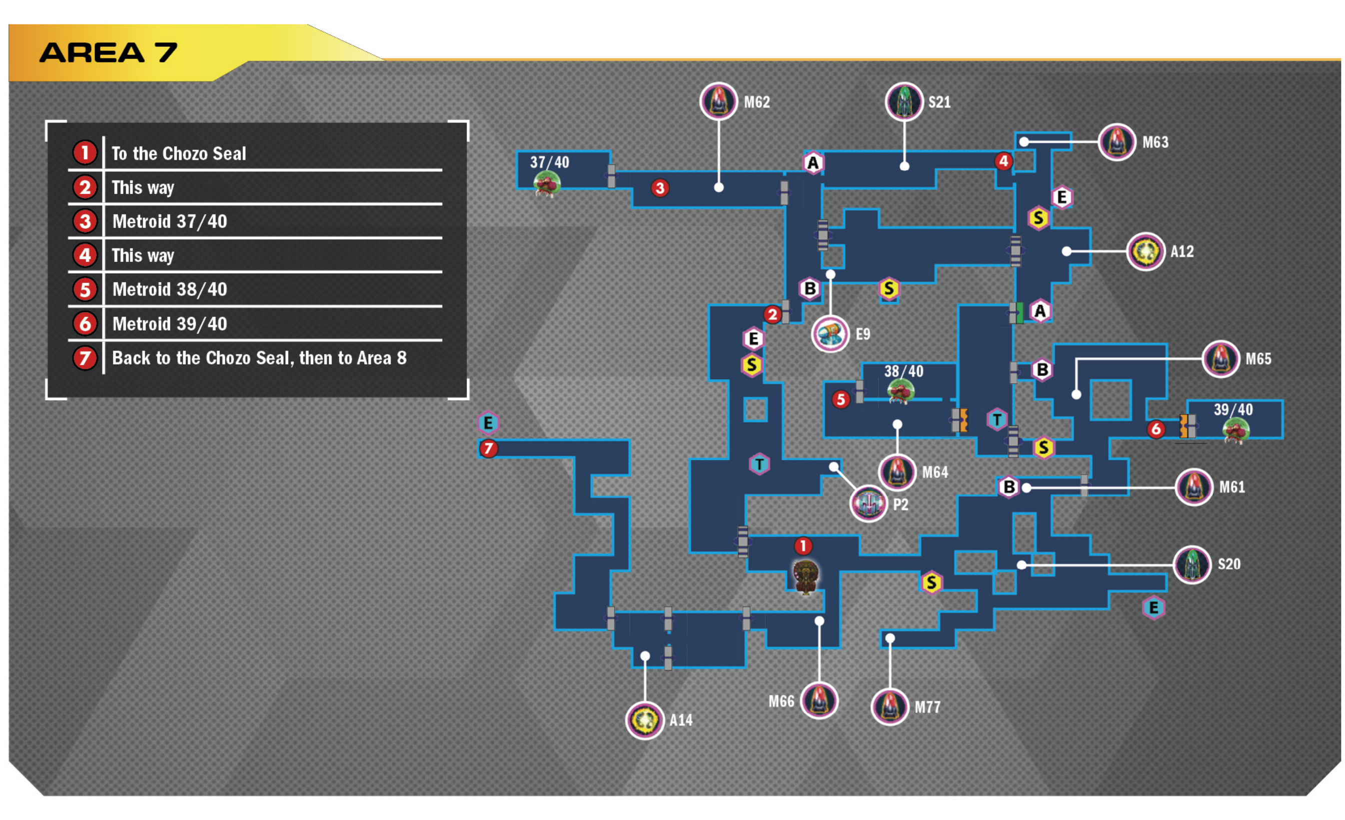
1	To the Chozo Seal
2	Metroid 28/40
3	Obtain Phase Drift
4	This way
5	Obtain the Plasma Beam
6	Obtain the Gravity Suit
7	Obtain the Screw Attack
8	Metroid 29/40
9	Metroid 30/40
10	Metroid 31/40
11	Metroid 32/40
12	Metroid 33/40
13	Metroid 34/40
14	Back to the Chozo Seal, then to Area 6

AREA 6



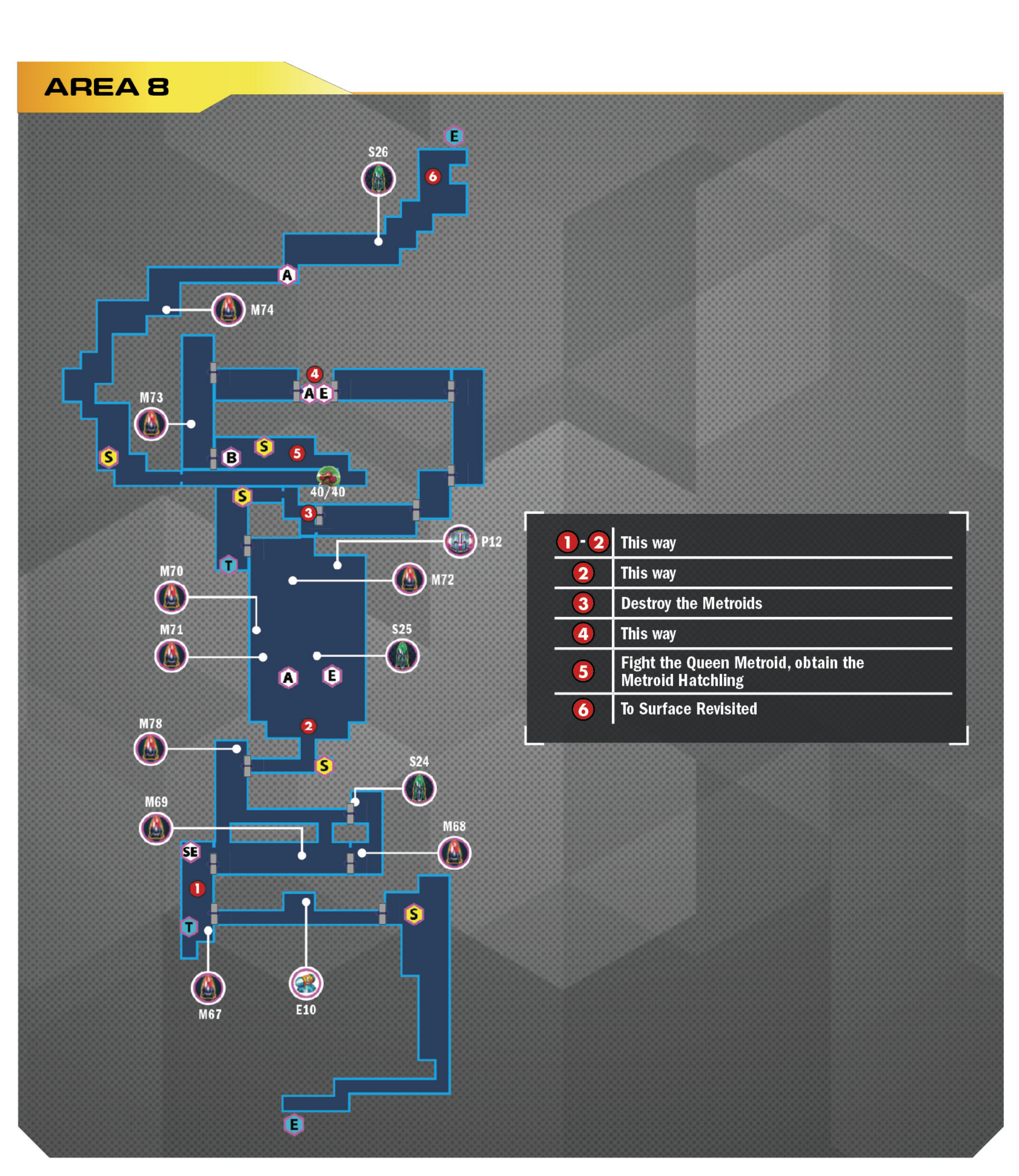
1	To the Chozo Seal
2-3	This way
4	Metroid 35/40
5	To the second Chozo Seal
6	Metroid 36/40
7	Back to the second Chozo Seal, then this way
8	Fight the Diggernaut; obtain Power Bombs
9	To Area 7

AREA 7



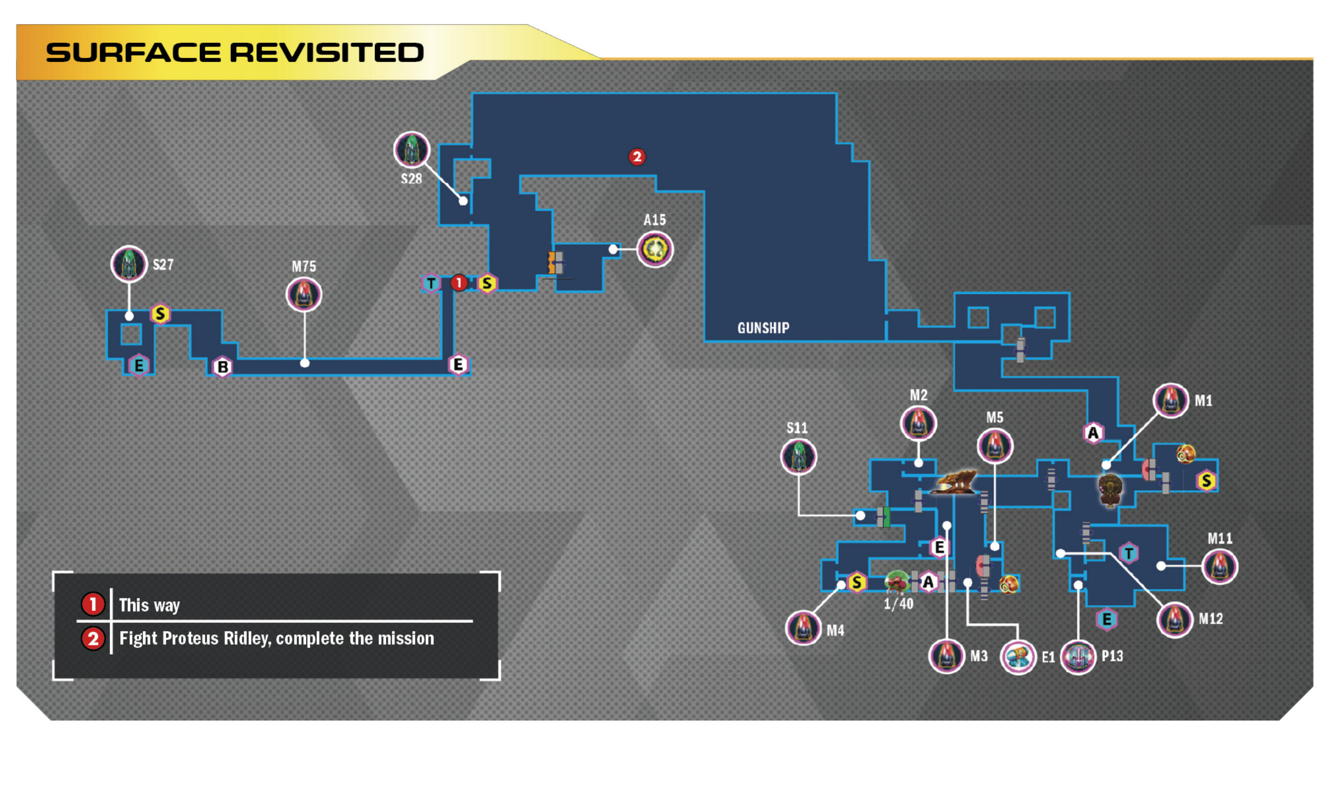
1	To the Chozo Seal
2	This way
3	Metroid 37/40
4	This way
5	Metroid 38/40
6	Metroid 39/40
7	Back to the Chozo Seal, then to Area 8

AREA 8

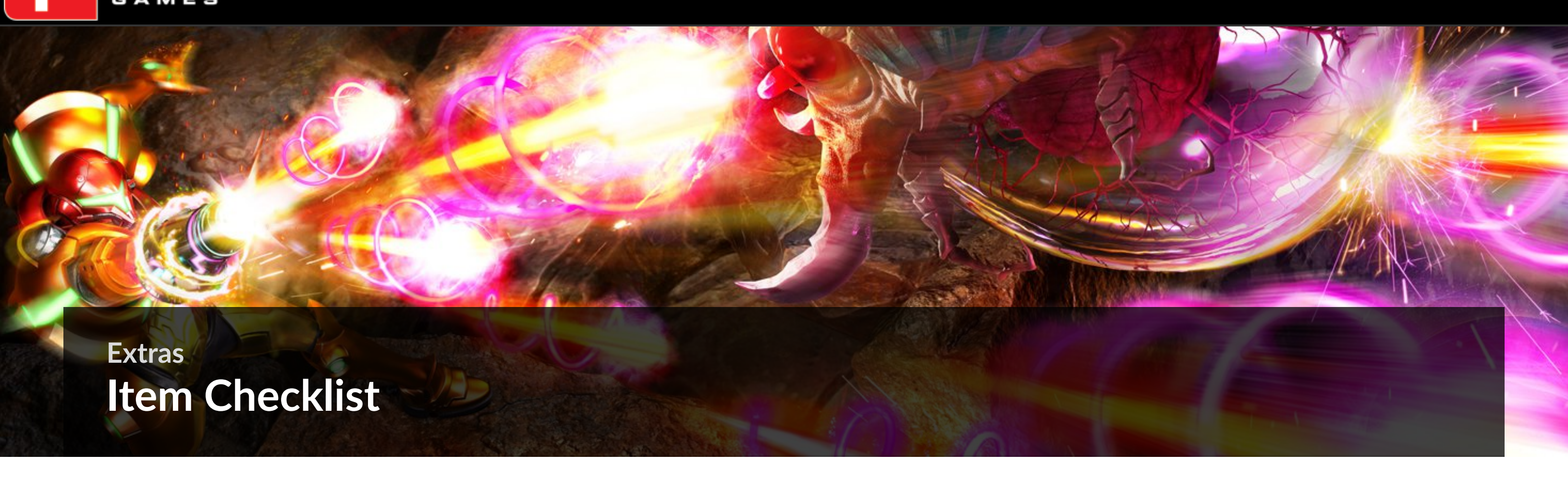


1-2	This way
2	This way
3	Destroy the Metroids
4	This way
5	Fight the Queen Metroid, obtain the Metroid Hatchling
6	To Surface Revisited

SURFACE REVISITED



1	This way
2	Fight Proteus Ridley, complete the mission



Extras

Item Checklist

Here we provide a list of all item tanks on SR388, along with their locations and what abilities are primarily used to obtain them.

MISSILE TANKS

Label	Location	Primary Abilities Used
M-1	Surface	Morph Ball
M-2	Surface	Morph Ball and Wall Jump
M-3	Surface	Morph Ball
M-4	Surface	Morph Ball
M-5	Surface	Morph Ball
M-6	Area 1	Bombs and Bomb Jump
M-7	Area 1	Bombs
M-8	Area 1	Spider Ball
M-9	Area 1	Bombs and Spider Ball
M-10	Area 1	Bombs and Spider Ball
M-11	Surface	Bombs and Spider Ball
M-12	Surface	Bombs and Spider Ball
M-13	Area 2	Morph Ball
M-14	Area 2	Obtained naturally after getting Lightning Armor
M-15	Area 2	Lightning Armor
M-16	Area 2	Spider Ball
M-17	Area 2	Bombs and Spider Ball
M-18	Area 2	Bombs and High Jump Boots
M-19	Area 2	Bombs
M-20	Area 2	Bombs
M-21	Area 1	Wave Beam, High Jump Boots, and Spring Ball
M-22	Area 1	Varia Suit and Spider Ball
M-23	Area 3	Grapple Beam and Beam Burst
M-24	Area 3	Spring Ball and Bombs
M-25	Area 3	Bombs and Missiles
M-26	Area 3	Grapple Beam, Beam Burst, and Spider Ball
M-27	Area 3	Missiles and Spider Ball
M-28	Area 3	Missiles and Grapple Beam
M-29	Area 3	Missiles
M-30	Area 3	Grapple Beam, Spider Ball, and Bombs
M-31	Area 3	Spider Ball
M-32	Area 2	Beam Burst and Morph Ball
M-33	Area 4	Ice Beam, High Jump Boots, and Morph Ball
M-34	Area 4	Missiles and Spider Ball
M-35	Area 4	Bombs
M-36	Area 4	Bombs
M-37	Area 4	Space Jump and Spazer Beam
M-38	Area 4	Spider Ball and Missiles
M-39	Area 4	Obtained naturally
M-40	Area 2	Space Jump
M-41	Area 5	Bombs
M-42	Area 5	Spider Ball and Grapple Beam
M-43	Area 5	Spider Ball
M-44	Area 5	Beam Burst and Morph Ball
M-45	Area 5	Space Jump and Bombs
M-46	Area 5	Screw Attack
M-47	Area 5	Missiles and Morph Ball
M-48	Area 5	Screw Attack, Morph Ball, and Phase Drift
M-49	Area 5	Bombs
M-50	Area 5	Gravity Suit, High Jump Boots, and Morph Ball
M-51	Area 1	Spider Ball and Bombs
M-52	Area 1	Space Jump
M-53	Area 3	Screw Attack
M-54	Area 4	Gravity Suit and Space Jump
M-55	Area 4	Phase Drift and Morph Ball
M-56	Area 6	Morph Ball
M-57	Area 6	Spider Ball and Bombs
M-58	Area 6	Spider Ball and Bombs
M-59	Area 6	Spider Ball and Bombs
M-60	Area 6	Morph Ball, Bombs, and Phase Shift
M-61	Area 7	Missiles
M-62	Area 7	Power Bombs and Morph Ball
M-63	Area 7	Grapple Beam
M-64	Area 7	Power Bombs
M-65	Area 7	Missiles and Space Jump
M-66	Area 7	Power Bombs
M-67	Area 8	Missiles
M-68	Area 8	Screw Attack
M-69	Area 8	Screw Attack and Power Bombs
M-70	Area 8	Space Jump
M-71	Area 8	Space Jump and Power Bombs
M-72	Area 8	Grapple Beam and Morph Ball
M-73	Area 8	Missiles
M-74	Area 8	Morph Ball
M-75	Surface Revisited	Metroid Hatchling and Power Bombs
M-76	Area 5	Metroid Hatchling
M-77	Area 7	Metroid Hatchling and Bombs
M-78	Area 8	Metroid Hatchling
M-79	Area 4	Space Jump
M-80	Area 1	Spazer Beam and Spider Ball

SUPER MISSILE TANKS

Label	Location	Primary Abilities Used
S-1	Area 4	Morph Ball and Grapple Beam
S-2	Area 4	Super Missile
S-3	Area 4	Grapple Beam, Super Missile, and Morph Ball
S-4	Area 2	Super Missile and Bombs
S-5	Area 3	Space Jump, Super Missile, and Spring Ball
S-6	Area 5	Phase Drift
S-7	Area 5	Phase Drift and Spider Ball
S-8	Area 5	Screw Attack
S-9	Area 5	Beam Burst, Grapple Beam, and Spider Ball
S-10	Area 5	Screw Attack and Phase Shift
S-11	Surface	Plasma Beam
S-12	Area 1	Gravity Suit, Super Missile, and Space Jump
S-13	Area 2	Screw Attack
S-14	Area 3	Super Missile, Phase Drift, Space Jump, Gravity Suit, and Morph Ball
S-15	Area 3	Phase Drift
S-16	Area 3	Gravity Suit, Grapple Beam, and Super Missile
S-17	Area 4	Plasma Beam, Phase Drift, and Grapple Beam
S-18	Area 4	Phase Drift, Spazer Beam, and Morph Ball
S-19	Area 6	Spider Ball
S-20	Area 7	Power Bombs, Super Missile, and Spider Ball
S-21	Area 7	Phase Drift and Spider Ball
S-22	Area 6	Screw Attack, Power Bombs, and Grapple Beam
S-23	Area 6	Power Bombs, Grapple Beam, and Screw Attack
S-24	Area 8	Spider Ball and Bombs
S-25	Area 8	Screw Attack, Spider Ball, and Bombs
S-26	Area 8	Phase Drift
S-27	Surface Revisited	Space Jump and Spider Ball
S-28	Surface Revisited	Power Bombs
S-29	Area 1	Metroid Hatchling
S-30	Area 2	Metroid Hatchling, Super Missile, and Bombs

ENERGY TANKS

Label	Location	Primary Abilities Used
E-1	Surface	Morph Ball
E-2	Area 1	Obtained naturally
E-3	Area 2	Wave Beam and Morph Ball
E-4	Area 3	Bombs
E-5	Area 4	Obtained naturally
E-6	Area 5	Super Missile, Morph Ball, and Grapple Beam
E-7	Area 4	Screw Attack and Morph Ball
E-8	Area 6	Morph Ball
E-9	Area 7	Power Bombs
E-10	Area 8	Screw Attack and Spider Ball

AEION TANKS

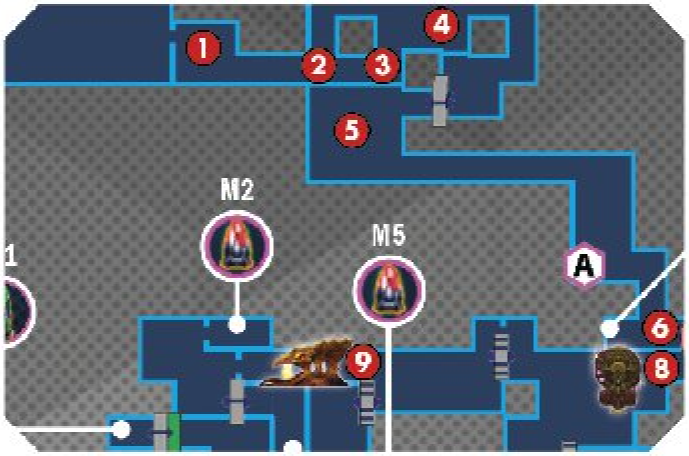
Label	Location	Primary Abilities Used
A-1	Area 1	Spider Ball and Bombs
A-2	Area 3	Grapple Beam
A-3	Area 2	Grapple Beam
A-4	Area 4	Bombs
A-5	Area 4	Bombs
A-6	Area 4	Bombs
A-7	Area 3	Grapple Beam and Spazer Beam
A-8	Area 5	Obtained naturally
A-9	Area 1	Plasma Beam and Phase Drift
A-10	Area 2	Plasma Beam
A-11	Area 6	Bombs, Phase Drift, and Grapple Beam
A-12	Area 7	Power Bombs
A-13	Area 5	Power Bombs
A-14	Area 7	Screw Attack, Grapple Beam, Morph Ball, and Missiles
A-15	Surface Revisited	Grapple Beam

POWER BOMB TANKS

Label	Location	Primary Abilities Used
P-1	Area 6	Power Bombs
P-2	Area 7	Power Bombs, Spider Ball, and Phase Shift
P-3	Area 3	Power Bombs
P-4	Area 3	Power Bombs
P-5	Area 3	Power Bombs
P-6	Area 4	Power Bombs
P-7	Area 5	Power Bombs
P-8	Area 5	Grapple Beam and Power Bombs
P-9	Area 5	Power Bombs
P-10	Area 5	Power Bombs and Grapple Beam
P-11	Area 6	Power Bombs
P-12	Area 8	Power Bombs
P-13	Surface	Metroid Hatchling
P-14	Area 2	Power Bombs and Metroid Hatchling

Reading This Walkthrough

Introduction



Metroid: Samus Returns is a game packed with items, challenges, and labyrinthine passages. So it follows naturally that our Walkthrough should center around the maps you see at the start of each area's coverage. For the clearest path through the game, refer to the red numbered tip location icons on our maps, which correspond to the Walkthrough text. For example, to read up on strategies, route suggestions, and item details for location ① of the Surface area, look for ① in the Surface's Walkthrough.

If you decide to go your own way, use the most recent tip location you completed as an anchor point to resume the Walkthrough.

ITEM TANKS

If you're on the hunt for the game's collectible item tanks, look for boxes like this one, which usually point you in the direction of nearby tanks. If your goal is to push forward through the game without them, feel free to skip these boxes. Consider giving them a glance even if you prefer to explore on your own, though, to get an idea of what's in the area.

For a complete list of the game's item tanks, flip ahead to the Extras chapter near the end of this book.

We hope this book expands your enjoyment of the game. Let's get started!